-POLE-ON-WHIST-

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THE THEORY OF

THE MODERN SCIENTIFIC GAME

OF

WHIST

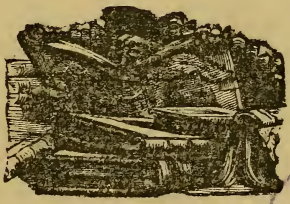
BY WILLIAM POLE, F.R.S.
MUS. DOC. OXON

TOGETHER WITH

THE LAWS OF WHIST

AS REVISED BY THE

PORTLAND AND ARLINGTON CLUBS



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PREFACE TO THE FIFTH EDITION.

The increasing demand for this little work warrants the belief that the attempt made therein to elevate the character of Whist, and to facilitate its practice in the best form, has not been without success.

It is matter of notoriety, that a sound knowledge of the principles of the modern scientific game is much more frequently met with, both among club players and in private society, than it was ten or twelve years ago. This result is undoubtedly owing to the rise of a new class of Whist literature, explaining the game in a more logical and systematic way; and the recent extended discussion of the subject in some of our best critical periodicals[1] is sufficient to show that it has acquired an interest, in a literary and philosophical point of view, which it never had before.

It is sometimes said that the systematic study of the game, so strongly insisted on in this work, tends to make it a matter of routine, and to discourage the

[1] See *Fraser's Magazine* for April, 1869, and the *Quarterly Review* for January, 1871.

freedom of individual skill. This is a great mistake. It is indeed essential that the foundation of all good play should be systematic knowledge; but it is not pretended that the rules are to be considered as inflexible. In the latter portion of Chapter IV. many cases are mentioned in which strict play should be departed from; and in the present edition it has been thought desirable to enlarge at some length (in Appendix B) on one of the most important of these cases — namely, playing with a *bad partner*.

This condition, although of such frequent occurrence, has been but little noticed hitherto in Whist books; and it is hoped that the remarks now offered will show what an important influence it may exercise on the practice of the game.

W. P.

Athenæum Club, Feb. 1873.

PREFACE TO THE FIRST EDITION.

THIS essay was originally published in December, 1864, as a second part to the sixteenth edition of the well-known work "Short Whist, by Major A." Since its appearance it has been honored with the commendation of some of the most eminent authorities on Whist, and it is now reprinted in a separate form.

It is believed that the manner herein adopted of treating the theory of the game is, in a great measure, new. Some of the later works published on Whist have been more explanatory than the early ones, but still they have consisted at best of merely practical rules, without reference to their theoretical basis; and the author is not aware that the attempt to trace the whole practice of the modern scientific game back to one grand fundamental principle, namely, that of the *combination* of the hands of the two players, has ever before been made. It has often indeed been said that each player must endeavor to play his partner's cards as well as his own: but this has usually been only given as an incidental maxim of practice; it has not been

treated as the main principle of action from which the whole play springs.

The nearest approach to this attempt the Editor has met with is in a little French book, entitled "Génie du Whist, méconnu jusqu'à présent. Par le Général B. de Vautré. Paris: 4e édition, 1847." This author makes the true genius of Whist consist in what he propounds as the novel principle of the combination of the two hands; or, as he expresses it, "l'auteur enseigne la manière de jouer avec vingt-six cartes, selon son expression, et non pas avec treize, comme tout le monde." But as he was ignorant of the *long suit* system of play, as a necessary means of carrying the combination principle into practice, he was obliged to form an imperfect system of his own, and therefore his explanations do not correspond with our modern game.

The author's experience leads him to believe that an exposition of the fundamental theory of Whist will not only be satisfactory to accomplished players, by making clearer to them the principles they already act upon, but will be found of still greater advantage for teaching the game in the ordinary domestic circle.

The young people of the family, especially, are often repelled from Whist by thinking it dull and difficult. Nothing can be more erroneous than such an idea: if learnt on proper principles, it soon becomes an attractive amusement, as well as an admirable mental

exercise; and to attain moderate proficiency in it is much easier than is usually supposed.

But there are many players of more experience, who take real pleasure in a domestic rubber, but who are still much in the dark as to the true merits of the game; and it is desirable to impress on this large class how greatly the interest of their recreation would be increased if they would, by a little study of the principles of Whist, learn to play it in a more rational and systematic manner.

The practical rules and directions here deduced strictly from the theory are identical with those sanctioned by the best modern authorities, and adopted by the best modern players.

ATHENÆUM CLUB, Feb. 1870.

CHAPTER I.

Introduction.

WHIST is, without question, the best of all our domestic games. The only other one which could lay claim to such a distinction is Chess; but this has the disadvantage of containing no element of chance in its composition — which renders it too severe a mental labor, and disqualifies it from being considered a *game*, in the proper sense of the word. Whist, on the contrary, while it is equal to chess in its demands on the intellect and skill of the player, involves so much chance as to give relief to the mental energies, and thus to promote, as every good game should, the amusement and relaxation of those engaged.

The high *intellectual* character of Whist becomes evident, if we consider the powers of the mind which its intelligent study and practice may call into action. To investigate thoroughly its fundamental principles, we must bring to bear upon it, as we shall by and by have occasion to explain, reasoning of a high order. But, independently of the theory, the practice also

involves considerable mental attainments. The observation must be keen, the memory active; a considerable power of drawing inferences, and of tracing appearances to their causes, must be brought into use; and we must exercise boldness, caution, prudence, foresight, care against deception, promptness of decision, soundness of judgment, fertility of resource, ingenuity of contrivance, and such a general course of thought and action as must, if it is to be successful, be dictated by competent and well-trained mental powers.

Then Whist has peculiar *moral* and *social* relations. It has been called, by those who do not understand it, an unsocial game; but nothing can be more untrue. It is a perfect microcosm — a complete miniature society in itself. Each player has one friend, to whom he is bound by the strongest ties of mutual interest and sympathy; but he has twice the number of enemies, against whose machinations he is obliged to keep perpetual guard. He must give strict adherence to the established laws and the conventional courtesies of his social circle; he is called on for candid and ingenuous behavior; he must exercise moderation in prosperity, patience in adversity, hope in doubtful fortune, humility when in error, forbearance to the faults of his friends, self-sacrifice for his allies, equanimity under the success of his adversaries, and general good-temper throughout all his transactions. His best

efforts will sometimes fail, and fortune will favor his inferiors; but sound principles will triumph in the end. Is there nothing in all this analogous to the social conditions of ordinary life?

As an *amusement*, Whist stands equally high. Consider its immense variety. A hand will last only a few minutes; we may have a hundred of them in an evening; and yet, throughout a player's whole life, no two similar ones will ever occur! Each one will present some novel feature, offering special interest of the most diversified kind. Sometimes the interest lies in your own cards, sometimes in your partner's, sometimes in those of your adversaries. Sometimes you have almost nothing to do, sometimes every thing turns on your play. The mixture of the unknown with the known gives unbounded scope for amusing speculation; the admirable combination of volition and chance affords a still wider field for observant interest: indeed, some philosophical players make the rubber a fertile field for the study of human character, for the disclosure of which it is proverbially favorable.

The only objection brought against Whist is, that, being played for money, it may promote gambling. Apart from the consideration that it is very unfitted for gambling purposes, the objection is untrue in fact. Good players generally like to play for stakes high enough to define well the interest taken in the game; but the idea of *gain*, which is the essential feature of

gambling, enters as little into the mind of a Whist as of a Chess player. We have sometimes heard of what are called "professional" players, who play with this object; but, we believe, they are generally given a wide berth in good society.

Whist has always been a favorite pursuit of great men. The most philosophical novelist of modern times uses it to illustrate his profound speculations; and we have heard an eminent scholar and writer declare he considers it a *revelation* to mankind! But we have the *vox populi* also in its favor; for does not the proverb represent the clever successful man as "*playing his cards well*"?

Considering the great popularity of Whist in this country, and the extent to which it is played in all classes of society, it is really astonishing to find how few people take the pains to play it well. It has been remarked, by writers on the subject, that good players are very seldom to be met with, fine ones scarcely ever. And yet, how amply it repays a little trouble devoted to its acquisition!

How, then, is this strange deficiency to be accounted for? Simply because people do not generally admit that Whist, like other branches of knowledge, requires *study*. It is commonly supposed, that, after acquiring the simple construction of the game, practice alone will suffice to make a good player. This is a great mistake, as experience abundantly shows. We con-

tinually meet with persons who have played Whist all their lives, and yet who, though they may bring to bear on their play great observation, memory, and tact, play on so entirely different a system to that sanctioned and practised by real experts in the game, as scarcely to be fit to sit at the same table with them.

We have already alluded to the wonderful variety to be found in the game of Whist; and we may now add that this variety is manifested, not only in the distribution of the cards — which is the work of chance — but also in the *playing* of them, which depends on the human will. It is with this latter element that we have now more especially to do.

Although the construction of the game is so simple that it might be defined in a few words, and learnt by a child in a few minutes, yet such is the amazing scope it gives for individuality of play, that the same deal, or even the same hand of cards, might be played in an immense number of different ways, according to what the player's notions of good and bad play might be. And this variety involves modes of treatment so different in their character and principles, as really to merit the name of distinct games. Thus we often hear it said, "Such a man plays a game quite different from mine;" and we find "the old-fashioned game," "the modern game," the "domestic game," "the club game," "the scientific game," and so on, all spoken of as if they were separate things agreeing only in the

primary features which distinguish Whist from other games at cards.

Now it is a very natural inquiry, whether, among so many various modes and systems, differing so widely from each other, there is any one in particular which may be identified and defined as superior to the others, and which consequently ought to be preferred for study? If so, what is this system? What is the theory on which it is based? And on what grounds does its superiority rest?

It is the object of the present essay to endeavor to answer these questions.

In the first place, *is* there any particular mode of playing Whist, which is so distinct from and so superior to all others, as to merit being distinguished as the best game? It is very common to hear this denied, particularly by inferior players, who will argue that opinions vary, that they think their own system as good as other people's, and so on. If by this they mean (as some of them do) that they consider the game chiefly as one of chance, and that their amusement is as much promoted by one mode of playing as another, we have nothing to say to them, except to suggest that "Beggar my Neighbor" or "Pope Joan" would be games better adapted to their capacities. But there are others, more worthy of attention, who object to all rules and systems whatever, declaring that the play ought to be determined by the player's judgment and will alone;

and the objection is usually backed by the assertion that play on any fixed system is often unsuccessful, which is, of course, only the necessary consequence of the large entrance of chance into the game. Self-taught players are extremely confused in their notions on this point. When they see good play fail to win, they will point out, with amusing *ex post facto* discrimination, how much more fortunate some other course would have been; but when good play does succeed, and especially when some clever master-stroke may have annihilated for them a hand of good cards, they will complain "how cross the cards run," as if the whole were entirely due to accident!

The fact is, that, like almost every thing else that may be done in different ways, there *is* a best way of playing Whist; and, although a very wide latitude may always be left for individual judgment and skill, yet the existence of a *system* of play, preferable to all others, is sufficiently proved by its acknowledgment by all the best writers and the best players, and by a tolerably near agreement, among all these authorities, as to *what* this system is.

The immortal Hoyle appears to have been the first to perceive, a century and a quarter ago, that Whist was capable of being reduced to a scientific and logical system, of high intellectual merit; and although his descriptions are somewhat obscure (as might naturally be expected in the first efforts to describe a

complicated new discovery) yet careful and persevering examination enables us to trace clearly in them the general nature of the system he founded. This has been adopted in its general form by all succeeding writers and players of eminence; and, as might be expected, the constantly progressive experience of so long a period, and the attention devoted to the game by many powerful minds, have gradually developed the system into a more complete and perfect form, and have added to it modern improvements of much interest and value, tending still further to raise the intellectual character of the game.

It is this general system, therefore, which is laid down by almost all writers of any authority, and practised by almost all players whose example is worth following; and we need no further proof that, as far as our knowledge at present extends, it is the best that ingenuity and skill have been able to devise.[1] It is worthy the appellation of a *scientific* system, on account of the elevated reasoning it involves; and on this account, combined with the fact that some of its features are of late invention, we shall designate it as "The Modern Scientific Game."

This system, as we have already said, essentially

[1] From actual trials, extending over a long period, the author has seen reason to infer that the systematic combined game explained in this treatise, gives an advantage, in the long run, over unsystematic separate play, of about *half a point* in each rubber.

requires to be *learnt* and *studied.* It has been the result of long combined experience, and careful and intricate deduction, and it is scarcely possible for any one individual to arrive at the knowledge of it by his own practice, however extended, or his own judgment, however shrewd; and he must therefore be content to be taught it, as students in other scientific branches of knowledge are.

There has hitherto, however, been a great defect in the manner of teaching this system. It has been the invariable custom to lay down *practical rules and directions for play*, sometimes in their naked simplicity, and sometimes accompanied with more or less argument or explanation (as done to a certain extent originally by Hoyle and Mathews), but always leaving the student to extract for himself, from this mass of detail, the general principles on which these rules were based. Just as if a student of chemistry were put into a working druggist's shop, and expected to acquire all his knowledge of the science, by inference, from the operations he was taught to carry on there.

In other words, no attempt has ever been made to work out or to explain the fundamental *theory of the game;* and, believing that the thorough understanding of this is the best possible preparation for using the rules aright, and for acquiring an intelligent style of play, we propose to state this theory somewhat fully,

and to show how it becomes developed in the shape of practical rules.

But, before entering on this, it will be advisable to explain the meaning of some of the principal technical terms we shall have to employ.

CHAPTER II.

Explanation of Technical Terms used in the Modern Scientific Game.

Bring in. See *Establish.*

Command. — You are said to have the command of a suit when you hold the best cards in it. If you have sufficient of them to be able to draw all those in the other hands (as would probably be the case if you had ace, king, queen, and two others), the command is *complete;* if not, it may be only *partial* or temporary. *Commanding cards* are the cards which give you the command.

Conventional signals are certain modes of play designed purposely, by common consent, for the object of conveying information to your partner. The principle was sanctioned by Hoyle, and several of them are established and legalized in the modern scientific game: as, for example, the signal for trumps; the return of the highest from a short suit; playing the lowest of a sequence; discarding the highest of a suit of which you have full command, and so on.

Discard. — The card you throw away when you

have none of the suit led, and do not trump it. In the modern game, your first discard should be from a short or weak suit.

Establish. — A suit is said to be established when you hold the complete command of it. This may sometimes happen to be the case originally, but it is more common to obtain it in the course of the play by 'clearing' away the cards that obstructed you, so as to remain with the best in your hand. It is highly desirable to *establish* your long suit as soon as you can, for which purpose not only your adversaries' hands, but also your partner's, must be cleared from the obstructing cards.

When your suit is once established, if the adversaries' trumps are out, and you can get the lead, it is obvious you may make a trick with every card of it you hold; and this is called *bringing it in.*

The establishment and bringing-in of long suits form the great distinguishing features of the modern scientific game.

False card is a card played contrary to the established rules or conventions of the game, and which therefore is calculated to deceive your partner as to the state of your hand: as, for example, following suit with the highest or middle card of a sequence, or throwing away other than your lowest card. The play of false cards without very good reason is characteristic only of hopelessly bad players.

Finessing is an attempt, by the third player, to make a lower card answer the purpose of a higher (which is usually his duty to play) under the hope that an intermediate card may not lie to his left hand. Thus, having ace and queen of your partner's lead, you *finesse* the queen, hoping the fourth player may not hold the king. Or if your partner leads a knave, and you hold the king, you may *finesse* or *pass* the knave, i.e., play a small card to it, under the hope that it may force the ace. The word is sometimes applied to cases where it is *certain* the inferior card will answer the purpose intended; as, for example, where the left hand has already shown weakness. But this is clearly a misuse of the term, for unless there is a *risk* of the card being beaten, it is only ordinary play, and can involve no *finessing* — properly so called.

You are said to finesse *against* the intermediate card, and sometimes also against the person who holds it; but as by the nature of the case it should be unknown where the card lies, the latter meaning is apt to create confusion. The *person* against whom you act is more correctly the fourth player.

Forcing means obliging your partner or your adversary to trump a trick, by leading a suit of which they have none.

Guarded second, or *second-best guarded*, is the combination of the second-best card for the time being, with a small one to *guard* it against being taken by

the best; as, for example, king and a small one originally, or knave and a small one when the ace and queen have been played.

This combination is an important one, having an advantage analogous to that of the tenace; namely, that if the suit is led by your left-hand adversary, you are certain (bar trumping) to make your second-best card.

Honors are the ace, king, queen, and knave of trumps: the term, however, is often applied to the same cards in plain suits. The ten and nine are sometimes called *semi-honors*.

Leading through or *up to*. — The person who leads is said to lead *through* his *left*-hand adversary, and *up to* his *right*-hand one; such being the direction in which the play runs.

Long cards are cards remaining in one hand when all the rest of that suit have been played.

Long Suit. — One of which you hold more than three cards. See *Strength*.

Loose card means a card in hand of no value, and consequently the fittest to throw away.

Make. — To *make* a card means simply to win a trick with it.

Master card, or *best card*, means the highest card in at the time. Thus, if the ace and king were out, the master card would be the queen. This is sometimes also called the "king card," a name likely to cause confusion.

Opening. — Term borrowed from chess, to denote the system on which you commence or open your game when you get your first lead.

Plain suits are the three suits not trumps.

Re-entry. — A card of re-entry is one that will, by winning a trick, bring you the lead at an advanced period of the hand.

Renounce. — When a player has none of the suit led, he is said to renounce that suit.

Revoke. — If he fails to follow suit when he *has* any of the suit, he *revokes*, and incurs a serious penalty.

Ruffing is another word for trumping a suit of which you have none.

Score. — The counting or marking of the progress of the game. Attention to the score, which is very necessary in playing, refers not only to the progress, but also to the prospects of the game, as evidenced by the tricks made and honors held in the current hand.

Seesaw, or *saw*, is when each of two partners ruffs a different suit, so that they may lead alternately into each other's hands.

Sequence. — Any number of cards in consecutive order, as king, queen, and knave. The ace, queen, and ten would form a sequence if the king and knave were out.

A tierce is a sequence of three cards; a quart of four; and a quint of five.

A *head sequence* is one standing at the head of the suit in your hand, even though it may not contain the best card; a *subordinate* sequence is one standing lower down; and it is an *intermediate* sequence if you hold cards both higher and lower.

Short Suit. — One of which you hold originally not more than three cards. See *Strength.*

Signal for Trumps. — Throwing away unnecessarily, and contrary to ordinary play, a high card before a low one, is called the signal for trumps, or asking for trumps; being a command to your partner to lead trumps the first opportunity, — a command which, in the modern scientific game, he is bound to obey, whatever his own hand may be.

Singleton. — A French name for one card only of a suit.

Strength, Strong Suit, Strong Hand. — These are terms which it is highly essential to have clearly defined, as their interpretation lies at the root of the theory of the modern scientific game.

The cards of any suit contained in your hand may vary in two different ways, — as regards number, and as regards rank.

As regards number of cards: as there are thirteen cards to divide among four persons, it is clear that three cards or less will be under the average, while four cards or more will be over the average, due to each person.

Again, as to rank, the middle card of a suit is the eight: any cards you hold above this may be considered high cards; any below, low cards.

Now, it has been the habit to use the terms *strength* and *weakness*, as applied indiscriminately to either number or rank. — a practice which, though no doubt it may be defended analogically, is yet calculated to cause great confusion in the mind of the student, inasmuch as the two things must be very differently regarded in any scientific system of play. If, for example, a strong suit has been spoken of, it might mean either one in which you possess a large number of cards (as, say, the two, three, four, five, six, and seven), or in which you hold only a few very high ones, as, say, ace, king, and queen; the former being numerical strength, the latter strength of rank.

This twofold meaning has, however, become so firmly implanted in Whist nomenclature that it would be useless to attempt to eradicate it. All we can do is to endeavor to get a little more perspicuity by using as much as possible the term *long* suit to indicate strength in numbers, leaving the word *strong* to apply chiefly to high cards.

Thus any suit of which you hold four or more will be called a *long* suit, being longer than the average. Any suit of three or less will be called a *short* suit, being shorter than the average.

When we speak of a *strong* suit, we shall generally

refer to one containing cards of a higher than average rank; and of a *weak* suit, the contrary.

A long suit will naturally have a greater chance of containing high cards than a short one, and this is probably the reason why the confusion of terms has arisen.

A *strong hand* is difficult to define, further than as one likely to make many tricks; a *weak* one, the contrary. The terms are often misused when parts of the hand only are referred to; as, for example, when you are advised to "lead up to the weak hand," which merely refers to a hand weak in the particular suit you lead.

Strengthening play is getting rid of high cards in any suit, the effect of which is to give an improved value to the lower cards of that suit still remaining in, and so to strengthen the hand that holds them. Strengthening play is most beneficial to the hand that is *longest* in the suit.

Tenace. — A tenace, in modern Whist,[1] is understood to mean the combination, in the same hand, of the best and third-best card for the time being of any suit; as, for example, the ace and queen originally, or the king and ten when the ace and knave have been played.

[1] The old writers, as Hoyle and Mathews, use this word as referring rather to the *position* than the cards; but the meaning in the text is the more modern one,

The advantage of this combination is that, if you are fourth player in the suit, you will certainly (bar trumping) make two tricks in it; and it is therefore much to your interest that the suit should be led by your left-hand adversary.

The word has nothing to do with *ten* and *ace;* it probably comes from the Latin *tenax*, the policy being to hold back the suit containing the tenace rather than to lead it.

A *minor tenace* is the combination of the second and fourth best cards.

Under-play usually signifies keeping back best cards, and playing subordinate ones instead. This is sometimes advantageous in trumps, or in plain suits when strong in trumps, or when trumps are out; but it requires care and judgment to avoid evil consequences from deceiving your partner, and from having your best cards subsequently ruffed.

Weakness, Weak Suit. See *Strength*.

CHAPTER III.

Theory of the Game.

The basis of the theory of the modern scientific game of Whist lies in the relations existing between the players.

It is a fundamental feature of the construction of the game, that the four players are intended to act, not singly and independently, but in a double combination, two of them being *partners* against a partnership of the other two. And it is the full recognition of this fact, carried out into all the ramifications of the play, which characterizes the scientific game, and gives it its superiority over all others.

Yet, obvious as this fact is, it is astonishing how imperfectly it is appreciated among players generally. Some ignore the partnership altogether, except in the mere division of the stakes, neither caring to help their partners nor be helped by them, but playing as if each had to fight his battle alone. Others will go farther, giving *some* degree of consideration to the partner, but still always making their own hand the

chief object; and among this latter class are often found players of much skill and judgment, and who pass for great adepts in the game.

The scientific theory, however, goes much farther. It carries out the community of interests to the fullest extent possible. It forbids the player to consider his own hand apart from that of his partner, but commands him to treat both in strict conjunction, teaching him, in fact, to play *the two hands combined* as *if they were one*. For this object the two players enter into a system of legalized correspondence established for the purpose, by which each becomes informed to the fullest extent possible of the contents of his partner's hand, and endeavors to play in such a manner as is best for the combination. The advantage of this combined principle is almost self-evident: for, suppose it carried to an extreme by each partner seeing the other's cards; no one could doubt the resulting advantage; and the modern system is as near an approach to this as the rules of the game will permit. There are, however, two objections sometimes brought against it which deserve brief notice.

First, it is said that you might often play your own hand to more advantage by treating it in your own way, and that the combined principle may lead you to sacrifice it. But this objection is merely founded on a misapprehension as to how the principle is applied; for a study of the resulting system will show that it

is calculated fully to realize any advantages your own hand may possess, while the cases in which sacrifice is required are only those in which the joint interest is indubitably promoted thereby. Then, secondly, it is objected that all indications given to your partner may also be seen by the opponents and turned against you; and it is sometimes argued that by enlightening in this way two enemies and only one friend you establish a balance to your disadvantage. But this involves a confusion in reasoning; for, if the opponents are equally good players, they will adopt the same system, and the positions must be equal; and if they are not good players, they will be incapable of profiting by the indications you give, and the whole advantage will rest with you. Besides, even good players seldom pay so much heed to their opponents' as to their partner's indications, the attention being always most prominently directed to the partner's play. It would be more logical to put the argument in another form, and to say that, if you play obscurely, you are in constant danger of getting obstruction instead of help from your partner, which would give you three opponents to fight single-handed.[1]

The fact is, however, that the general adoption of

[1] One of our best modern players calls it a "golden maxim for Whist," that "it is of more importance to inform your partner than to deceive your adversary," and adds that "the best Whist player is he who plays the game in the simplest and most intelligible way."

the principle should by no means supersede the exercise of judgment in its application. We shall hereafter point out that the individual qualifications of the various players should have an important influence on the mode of play; and a practised player will soon learn to discriminate cases where it may be more proper to withhold information than to give it. Such cases are of constant occurrence, but they do not affect the general advantage of the combined principle, which is sufficiently established by the fact that it is the result of long experience, is practised by the best players, and is recommended by the first authorities on the game.

Now, in order that the two hands may be managed conjointly to the best advantage, it is requisite that each partner should adopt the same *general system* of treating his hand. For it is clear that if one player prefer one system, and the other a different one, such cross purposes must render any combination impracticable. It is necessary, therefore, here to explain somewhat fully what the different systems are, on which a hand may be treated, and to show which of them is considered the preferable one for adoption.

The object of play is of course to make tricks, and tricks may be made in four different ways, viz.:

1. By the natural predominance of *master cards*, as aces and kings. This forms the leading idea of beginners, whose notions of trick-making do not usually

extend beyond the high cards they have happened to receive. But a little more knowledge and experience soon show that this must be made subordinate to more advanced considerations.

2. Tricks may be also made by taking advantage of the *position* of the cards, so as to evade the higher ones, and make smaller ones win; as, for example, in finessing, and in leading up to a weak suit. This method is one which, although always kept well in view by good players, is yet only of accidental occurrence, and therefore does not enter into our present discussion of the general systems of treating the hand.

3. Another mode of trick-making is by *trumping*, — a system almost as fascinating to beginners as the realization of master cards; but the correction of this predilection requires much deeper study.

4. The fourth method of making tricks is by establishing and bringing in a *long suit*, every card of which will then make a trick, whatever be its value. This method, though the most scientific, is the least obvious, and therefore is the least practised by young players.

Now, the first, third, and fourth methods of making tricks, may be said to constitute different *systems*, according to either of which a player may view his hand and regulate his play. An example will make this quite clear.

Suppose the elder hand, having the first lead, receives the following cards: —

Hearts (Trumps), Q. 9, 6, 3.
Spades . . . . Kg. Kn. 8, 4, 3, 2.
Diamonds . . . A. Kg.
Clubs . . . . Q.

He may adopt either of the three above-named views in regard to his hand, and the choice he makes will at once influence his *first lead.*

If badly taught, he will probably adopt the first system, and lead out at once his ace and king of diamonds.

Or if he peculiarly affect the trumping system, he will lead out the queen of clubs, in hopes of ruffing the suit when it is led again.

But if he is a more advanced player, he will, at any rate for his first lead, adopt the fourth method; he will lead the smallest of his long suit of spades, knowing that if he can ultimately *establish it* and *bring it in,* he must make several tricks in it.

The importance of a correct choice between the three systems consists principally in the fact alluded to above, that it directly influences the *first lead,* or what we may call (in analogy with chess) the *opening* of the game. For, on the combined principle of action, *the first lead is by far the most important one in the whole hand,* inasmuch as it is the first and most prominent intimation given to your partner as to the cards

you hold. He will, if he is a good player, observe with great attention the card you lead, and will at once draw inferences from it that may perhaps influence the whole of his plans. And hence the nature of the *opening* you adopt is of the greatest consequence to your joint welfare. And it is clear, that, however your play may vary in the after-part of the hand, you must, as a general principle, adopt always the *same* opening, or it will be impossible for your partner to draw any inferences from it at all.

Let us, therefore, consider how the choice between the three systems of play is determined.

We may dismiss the first, or master-card system, very briefly. It is evidently not good at once to lead out master cards of a suit of which you hold only a few; for the reason that you can probably make them whenever any one else leads it, and that they will then serve as "cards of re-entry," to procure you *additional leads* at a future period of the hand, which then become peculiarly valuable, owing to the increased information you have obtained. Hence the master-card system, though often of great use, must not be the one by which the *opening* of the game is determined.

Between the two other systems, however, the choice is not so clear. It is by no means easy to prove which of them, if pursued systematically, would in the long-run be the most advantageous *as regards the single*

hand; to demonstrate this would require the study of almost infinite combinations of chances. But there is a conclusive argument in favor of the fourth or long-suit system; namely, that, treated as a form of opening, it is the only one which adapts itself favorably and conveniently to the *combination of the hands.*

The difficulties in the combined use of the trumping system would be very great. In the first place, it would not often happen that your hand contained a suit of one card only: you might have none of a suit, when you could not lead it; your minimum might be two, when the policy would be doubtful; or three, when it would be useless. Hence there would be no *uniformity* in your opening; it would be always equivocal, and would consequently give your partner no information. Then, after leading a single card you could not yourself persevere in your system, or do any thing more to further it; as your next lead must be on some other ground — a complexity which would effectually prevent favorable combined action. And, thirdly, your plan would be so easily overthrown by the adversaries leading trumps, which, if they knew your system, a very moderate strength would justify them in doing, to your utter discomfiture.

The long-suit opening is free from all these objections. It is uniformly practicable, as every hand must contain at least one suit of four cards; you can persevere in your design every time you get the lead,

whether your partner can help you or not; your indications to your partner are positive and unmistakable; and the adversaries are almost powerless to offer you any direct obstruction — their only resource being to bring forward counter-plans of their own.

It is sometimes alleged against the long-suit opening, that in many cases it cannot be followed to its conclusion, from the strength of trumps being against you, or from untoward fall of the cards. But even in this case it is still the safest; as, though it may not succeed for yourself, it is the way least likely to help your adversary, and, indeed, it furnishes you always with the best means of obstructing him, by forcing his hand. And it must be recollected that its adoption *as an opening* does not bind you always implicitly to follow it up, or in the least prevent you from making tricks, in the after-part of the hand, by any of the other modes, if you should find it to your interest to do so. Any master-cards you possess will take care of themselves; and if you are short of a suit, and wish to trump it, you have only to wait till it is led by some one else, and you attain your object without misleading your partner.

Thus the long-suit system has not only peculiar benefits of its own, but it permits full advantage being taken of the other systems also, and, used as an opening, is in all cases the safest play. To this we may add that it has characterized the scientific game

ever since it was invented; it has stood the test of long experience; and is universally adopted by the best authorities we have. At the same time, by the more recondite and scientific character of the play it admits of, it is preferred by all eminent players, as calling into operation the highest intellectual and reasoning powers, and thereby greatly ennobling the game.

Accepting, therefore, this system as the preferable one, we are now able to enunciate the fundamental theory of the modern scientific game, which is: —

That the hands of the two partners shall not be played singly and independently, but shall be combined, and treated as one; and that, in order to carry out most effectually this principle of combination, each partner shall adopt the long-suit system as the general basis of his play.

CHAPTER IV.

Development of the Theory.

We now proceed to explain how this theory is developed into a practical shape; and this we must divide off under several heads. The most important is

Its Influence on the Management of Trumps.

The treatment of trumps is a great puzzle to ill-taught players, who generally use them in the wildest and most unskilful way. To play them in detail to the best advantage, always requires much judgment, even in the most educated; but the general principles of their management are easily and clearly determined by our theory, as we shall endeavor to show.

Trumps may be used for three distinct purposes: namely, —

1. To play as ordinary or plain suits. This use, however, ignores their higher or *special* value, and ought therefore to be made quite subordinate to the other two.

2. To make tricks by trumping.

3. To aid in making your own or your partner's long suits or high cards.

The theory we have enunciated points clearly to the third use of trumps as the highest and most scientific, and accordingly this application of them is always the most prominent in the scientific game. It is obvious that the chief obstacle to making long suits is their being trumped by the adversary; and that therefore the advantage will be with that party who, having predominant strength in trumps, can succeed in drawing those of the adversaries.

For this reason, whenever you have *five trumps*, whatever they are, or whatever the other components of your hand, *you should lead them;* for the probability is that three, or at most four, rounds will exhaust those of the adversaries, and you will still have one or two left to bring in your own or your partner's long suits, and to stop those of the enemy. And notice, that it is *numerical* strength of trumps that is most important for this purpose, so that you must not be deterred from leading them, even if all five should be small ones; for in this case probably your partner will hold honors, and even if the honors are all against you, you will probably soon bring down two together.

And, further, you must recollect that it is no argument against leading trumps from five, that you have

no long suit, and that your hand is otherwise weak. For it is the essence of the combined principle, that you work for your partner as well as yourself; and the probability is that if you are weak, *he* is strong, and will have long suits or good cards to bring in. And if, unfortunately, it should happen that you are both weak, any other play would be probably still worse for you.

The lead of trumps is considered so important to the science of the modern game, that, for many years back, a *conventional signal* has been introduced, by which, when a player wants them to be led, and cannot get the lead himself, he may intimate the fact to his partner, and call upon him to lead them. This signal consists simply in throwing away, unnecessarily, a higher card before a lower. Thus, suppose king and ace of some suit are led consecutively, and your two lowest cards are the seven and the three, the usual play is to throw away first the three and next the seven. But if you reverse this order, playing *first* the *seven* and then the three, this is a command to your partner to lead trumps immediately. It is called the *signal for trumps* or *asking* for trumps; it is explained in all modern works, and it is become a recognized arrangement in all the best Whist circles.

It will also be evident, that, as the success of the long-suit system depends so much on the early extraction of trumps by the hand strong in them, it is

your *imperative duty to return trumps* immediately if your partner leads them, or to lead them the first opportunity if he signals for them. You must not consider your own cards; for if you agree to play the correct game, you are bound to do what is best for the *combined* hands, and your partner, having the power of conferring so great a mutual benefit, must not be thwarted in his design. It is the understood etiquette, for the strong hand in trumps always to take precedence; and a partner who refuses to conform to the rule should be "sent to Coventry" by all good players. It is an old Joe Miller in Whist circles, that there are only two reasons that can justify you in not returning trumps to your partner's lead: i.e., first, sudden illness; secondly, *having none.* There is, however, one case in which you have an option, and that is where your partner, in desperation, leads trumps from *weakness,* in hopes *you* are strong; if, therefore, you are *also* weak, you can return them or not, as you think best for the game.

The foregoing remarks apply to the cases of great numerical strength in trumps, one hand being supposed to hold five. It remains to be considered how trumps should be treated when you hold a less number.

With *four* trumps you are still numerically strong, but you have not, as in the former case, such overpowering strength as warrants you in leading trumps at all hazards. Possibly one of the adversaries may

also hold four, or even five, in which cases you might be unintentionally playing his game.

Hence with four trumps considerable discretion is required, their lead being only warranted by tolerable strength, either of yourself or your partner, in other suits; in which case, even if long trumps remain in against you, you may manage to force them out and afterwards bring in your good cards. But if you have to lead before you can ascertain what your partner's hand consists of, and if you have a good plain suit, it is generally best to lead that first.

With a short suit of trumps, i.e., with *less than four*, it is very seldom right to lead them at the commencement of the hand; for the obvious reason, that, if the adversaries happen to be strong, you are playing their game. It can only be warranted by *very strong* cards in all other suits, by which you may, perhaps, be able effectively to force a strong adverse trump hand.

Many uneducated players will lead a high trump from weakness, in order, as they say, to strengthen their partner; but this is founded on imperfect reasoning. The effect of leading high or strengthening cards is to benefit the hand that is longest in the suit; and if you know this to be your partner's case, the play is right. But to do it in uncertainty is wrong, since it is two to one that the longest hand is not with your partner, but with one of the adversaries, and

therefore the chances are that you favor the opponents' game.

Many unscientific players will also lead trumps, simply because their long suit is trumped, or is likely to be so. This also is a mistake; for, as before, if the adversaries are strongest in trumps, you are only playing their game.

The proper use to make of trumps when you are numerically weak in them is to use them, if possible, for ruffing. You cannot, for want of strength, put them to their highest use, and you must therefore fall back upon their lower application.

Several corollaries arise out of the foregoing principles of the scientific management of trumps. For example: —

It will often happen, that being second player, and having none of the suit led, you may be at a loss to know whether to trump a doubtful trick or to leave it for your partner. This difficulty is at once solved by the foregoing theory. If you are weak in trumps, holding, say, not more than three, trump without hesitation, as your trumps are of no other use, and they may probably save a commanding card of your partner's, which in the adversaries' suit will be very valuable. But if you have a long suit of trumps, holding four or more, pass the trick, as they are too valuable to risk wasting. It may even be sometimes advisable, in the latter case, to refuse a trick which is certainly

against you, as your trumps will ultimately make, and you may perhaps discard advantageously. This rule is additionally useful as an indication to your partner. If he sees you trump freely second-hand, he will know you are weak; if you abstain, he will infer you are strong, and his knowledge of either fact may be of great value to you both. In the latter case, also, your discard will give him very useful information.

The greatest mischief that can be done to a strong trump hand is to *force* it to ruff, so depriving it of its preponderating strength. This must be borne in mind if you see your partner renounce a suit, when you must, if you know him to be strong in trumps, carefully avoid forcing him. If you have had no indication of his hand, you must form, as well as you can, a judgment by your own; if you are weak, he may probably be strong: and hence the rule that you *must not force your partner* when you are *weak in trumps yourself*, until you are satisfied that your doing so will not harm him.

These principles also teach you how best to oppose a strong adverse trump hand, and to seek to diminish the advantages it gives over you. In this case you have first carefully to avoid leading trumps, which is the adversaries' game; and, secondly, you must *force* the adverse strong hand to ruff whenever you can. By this means, if persevered in, you may perhaps succeed in neutralizing the opposing strength, and so in making

your own good or long cards, although the chances are generally against you. At any rate, you can endeavor to make use of your trumps for ruffing before they are drawn.

Many players, when weak in trumps, will lead *through an honor* turned up, without any other motive than to give their partner a supposed trifling advantage in making a trick with them. This is a delusion, and is moreover entirely at variance with the principles of the modern game, inasmuch as it debases the trumps to their lowest use. But its worst fault is that it entirely misleads your partner, who, if he plays properly, will imagine you to be strong, and by returning them probably destroy your joint game.

Again, if you have great numerical strength in trumps, you should never hesitate to lead them *up to* an honor. It is true your partner, being obliged to play his best, may possibly lose a high card; but this will be rather to your advantage than otherwise, as it will strengthen your hand, and give you earlier the entire command. If you abstain from leading them, your partner may imagine the strength to be against him, and will play accordingly; and thus the immense advantage of your strong trumps may be lost.

Such are the chief practical principles in regard to trumps, deducible from the scientific modern theory. It will be seen they are a powerful engine for the advantageous working of plain suits, and that they

require to be played with great care. In fact, the way in which a player manages his trumps will always form the surest index of the extent of his knowledge of the game.

Management of Plain Suits. Long-Suit Lead.

We now go on to show the general application of the scientific theory to the play of suits not trumps, or, as they are called, *plain* suits.

Supposing you have first lead, not being very strong in trumps, but having a *long suit* in your hand. Adhering to the established mode of "opening," you lead from your long suit, thereby at once informing your partner what is the chief component of your hand. He will recollect this, and as it is his duty to return your lead hereafter, and your interest to persevere in your suit, you will have the opportunity of "making" any good cards in it which the joint hands may contain, and you may probably after three rounds be left with one or two *long cards* of it in your own hand. These long cards will then become very valuable; if the trumps can be extracted from the adverse hands, and you can get the lead, either by a trump or a card of re-entry, they will make certain tricks; if any trumps remain against you, the long cards may be made powerful weapons of offence by *forcing* them out: so that in either case the system of play will be advantageous for you.

Next comes the question, *What card* should you lead from your long suit? To answer this fully, would involve more detail than we purpose to go into here; but there are some prominent considerations that will serve as guides for general practice.

As an abstract principle, it is not good to part with your high cards at first, as it is very desirable to retain the *complete command* of the suit at a later period. Suppose, for instance, you hold ace, king, and three small ones: the most advantageous lead (if it were not for a consideration we shall enter into by and by) would be a small one; for on the second round you would have the complete command with your ace and king, being able probably thereby to draw all the others and pursue your suit to the end. When you have such command, your suit is said to be *established*, and it is evidently advantageous for you to get this effected as early as you possibly can. This principle would, therefore, dictate that your first lead should generally be the lowest of your suit.

But there is a circumstance which considerably modifies the application of this principle in practice, — that is, the risk of the suit being ruffed by the adversaries, — on which account it is advisable to depart in some measure from it for the sake of making your winning cards early. Thus in the above hand of ace, king, and three small ones, if you were to begin with the smallest, reserving your two high

cards for the second and third rounds, you would probably have one of them trumped; for which reason it is good policy to play them out first, at the risk of delaying the establishment of your suit.

The first-named principle will, however, always apply for leading trumps, and also for plain suits when trumps are out, as the motive for the departure from it then no longer exists.

There is also another kind of exception from beginning with the lowest, but which directly tends to promote the early establishment of your suit; namely, when you have a high sequence, such as Q. Kn. 10, at the head of your hand. In this case your endeavor should be to force out the higher cards, for which purpose you lead the highest of your sequence, say the queen, which will be almost sure to force out either the ace or king; if the other is also against you, you may, on another round, bring it out with the knave, leaving you then with the best card and probably with the entire command.

Directions how these principles may be applied in leading from particular combinations of cards, are usually given in the detailed rules of play.

Return of the Lead.

Hitherto we have only spoken of your own proceedings in leading. But it is now desirable to consider your partner's duty, i.e., how he is expected to *help*

you in regard to the play of your long suit. It is not enough that he simply return your lead: the efficiency of his aid will much depend on *what cards* he plays.

The key to this lies in the fact, that, as you hold *more* than the average number of cards in the suit, he will probably hold *less;* i.e., if it is a long suit with you, it will be a short one with him. If you, for example, hold five, the chances are much against his holding more than three. And it follows from this, that the best thing he can do for the joint benefit is to play his cards rather with reference to your hand than his own, i.e., to give you the more important part of the play in reference to the suit in question.

And there are two principles deducible at once from our theory, which will serve for his guidance in this particular.

The first is, that he must *get rid of the command of your suit;* for we have already stated it to be eminently desirable you should get this early into your own hand, in order to establish your suit as soon as possible. Thus, whenever he finds he holds the best card in it, he must play it out, in order to get it out of your way.

And then, secondly, he must adopt, in this suit, what is called *strengthening* play. The meaning of this term is often misunderstood, but it is exceedingly simple. Whenever a high card is played, its withdrawal *promotes* (in military parlance) all the lower cards of that

suit still existing in the various hands; i.e., it raises each of them a step in rank, what was formerly the third best becoming now the second best, and so on. And as it is evident that the longest hand will be most likely to benefit by this proceeding, this hand is said to be *strengthened* thereby; so that when your partner plays out high cards of your long suit, even though he may not make tricks with them, their withdrawal will *strengthen* and thereby benefit you. This is an important reason for the well-known rule to play *highest third hand;* you having led from your long suit, your partner plays the highest he has, not only to do his best towards getting the trick, but also, if he loses it, to strengthen your hand by getting high cards out of your way. This last object is entirely lost sight of by those silly people who feel mortified at "having their high cards taken," as well as by those, not much less silly, who, when strong in trumps, object to "lead up to an honor."

For this reason also your partner *must not finesse in your long suit,* except with ace and queen the first time round, which, provided he gets rid of the ace soon afterwards, is considered allowable.

The principle of strengthening play must also guide your partner in returning your lead; for if he is short in the suit (i.e., if he held not more than three cards originally), it will be very advantageous to you that he should return the *highest* he has left, and not the low-

est; he may thus either save a high card of yours, or may afford you a good finesse, or at all events he will strengthen your hand, and aid you in establishing your suit. Thus if your partner originally held king, knave, and a small one, and has played out his king to your first lead, when he returns the suit he must lead the *knave*, and not the small one.

This duty of returning the highest of a weak suit is so imperative, that it has now, by universal consent of the best players, become a *conventional rule*, by adhering to which your partner may show you the state of his hand. If, for example, he had originally ace, five, and four of your lead, after winning with the ace he must return the *five* and not the four. It matters nothing to *him*, but it may be all-important to you, and violation of the rule may lose the game.

It is of course possible that your partner may hold originally *more* than three of your suit. In this case he is, like you, numerically strong, and this should justify him in so far considering his own hand as to depart from the before-mentioned rule, and to return his *lowest*. But in any case, if he happens after the first round of your long suit still to hold the *best* or master card in it, he should play it out at once, to get it out of your way, and to prevent your imagining it is against you.

It is by no means necessary that your partner should return your lead immediately (except in trumps, which

he is bound to return *instanter*) : on the contrary, it is highly desirable that the first lead he gets, he should lead *his own* long suit, so as to put you as early as possible in possession of information as to his hand, in return for that he has obtained from you. This will guide you to another lead when your own suit is stopped, and will promote your joint action.

After you and your partner have both led your long suits, you will probably have a choice whether to go on with your own suit or with his. This will often be determined by the fall of the cards. If, for example, you win his lead cheaply, you should not return it, as you would be leading through the weak hand, which is contrary to principle, and the lead will come more properly from him. If, on the other hand, your partner has shown himself very weak in your suit, and you are also not very strong, of course it would be disadvantageous to go on with that, and you may probably do better to return your partner's. If your right-hand adversary has shown himself weak in your suit, pursue it by all means, as your partner ought not to return it for you.

The foregoing explanations will show the nature of the mutual duties which the modern or combined game enjoins between yourself and your partner; for we need hardly add, that all we have said as to his duties to you, as aiding you in your suit, equally defines your duties in aiding him. This mutuality cannot be too

strongly insisted on; the want of a proper perception of it is the great fault of many otherwise good self-taught players, and it is the hardest lesson they have to learn. There are numbers of people who can play their own hands excellently, but who have no idea either of getting help from or of affording help to their partners, and who must therefore lose all the benefit derivable from the combined game.[1]

Further Remarks on the Lead.

We have hitherto assumed that you lead from the longest suit you hold, which is the safe general rule; but cases often occur which involve some difficulty of choice. For example, suppose you have five small cards in one plain suit, and four with honors in another. The theory by no means imperatively calls on you to lead the former; for it must be borne in mind that the *rank* of the cards always deserves consideration, and your leading the four suit (which is still a long suit) would be perfectly justifiable.

Similarly a question might arise between four small cards and three good ones; but here the case is different, for three cards constitute a *short* suit, to lead which unnecessarily would be a violation of the theory.

Such, however, is the infinite variety of Whist, that provision must be made for leading under all sorts of

[1] One of our best modern players characterizes playing for your own hand alone as "the worst fault he knows in a Whist player."

circumstances, and from short suits among others. For example, you may have originally no long suit except trumps, which you do not feel justified in leading; or your own long suit may be trumped, and your partner may not yet have given you any indication what to lead for him. Leads from short suits, being contrary to principle, are called *unnatural* or *forced leads*. It is necessary to be prepared for them, and the following hints may be of use: —

It is good to lead *up to* the *weak* adversary, or *through* the *strong* one. Therefore you may pretty safely lead a suit in which your right-hand adversary has shown himself weak, or your left-hand adversary strong. (Indication of strength is given by the lead; of weakness, by the play of the third and fourth hand, and by the *discard*.) Remember, however, that, as a general rule, returning your adversary's lead is to be avoided.

When you are obliged to lead from a short suit, the general rule is to play out the highest card you have, to inform your partner. If you have any reason to know that he is long in the suit, the rule admits of no exception; but if you are doubtful on this point, it may be taken with some reserve. If, for example, you have an honor with two small ones, you may lead the smallest, so as to try and save the honor in case of the strength lying against you.

When you lead in this way an unnatural or forced

lead, your partner ought generally to know it by the card you play, and *ought not to return it* unless he happens to be strong in that suit himself, when he may treat it as a lead of his own.

If it is injudicious to lead from three cards, it may easily be inferred how much more erroneous it is for your first lead to be from *two* or *one;* such being, as we have already explained, contrary to the essential principles of the modern scientific game. It is quite possible that in certain cases such a lead may seem to suit your own hand: but by adopting it you give up altogether the principle of the combined game; you make up your mind wilfully to mislead your partner, and run a great risk of sacrificing his hand. For a glance at the foregoing rules will amply show how essentially, if he is a well-taught player, his mode of play will depend on the first card he sees fall from you, and the inferences he draws therefrom as to the state of your hand.

There is an old rule that you should not lead from a *tenace*, and this is no doubt good as regards a short suit; but if your tenace suit is your longest, the advantage of opening your game correctly is so great as to outweigh the other consideration. When you happen to be left with a tenace towards the end of the hand, the case is different, as you should generally hold it carefully back, and try to get it led up to.

Other Applications of Theory.

The long-suit system will furnish you with a good principle of guidance in the matter of *discarding*, which should always be done from short or *weak* suits, not from long ones. The cards of the former are of little use; those of the latter may be very valuable even to the smallest you have. The discard, practised on this principle, furnishes a very important means of conveying information to your partner as to the state of your hand. For example: suppose hearts are trumps, and that one of the adversaries has shown strength in spades; you lead a winning club, to which your partner discards a diamond: it is almost certain, if everybody plays properly, that he must be very strong in trumps, and you may play accordingly. The restrictions to be observed in discarding on this principle are, not to unnecessarily unguard good cards, and to keep a card of your partner's suit to return his lead.

A word or two is necessary as to your course in regard to your *adversaries;* for it must be recollected, you have not only to play your own and your partner's game, but you have also to defend it against hostile attacks, and to be able to attack the enemy in turn.

The principles dictated by the theory of the game in this respect are very clear, the golden rule being to do to them what you would *not* that they should

do unto you. For example: if you find a strong hand of trumps declared against you, you must force that hand to ruff, as the best means of destroying its strength, while you must take the earliest opportunity of making your own weak trumps by ruffing before they are drawn, and of enabling your partner to do the same if he is weak also. You must generally be chary of returning the adversaries' leads, or of doing any thing to aid in establishing their suits, of which you should avoid parting with the command — just the reverse of the principle you adopt with your partner. Any thing, in fact, which the principle of the game recommends in regard to your partner, you must avoid with your adversaries; and, on the other hand, you may adopt, towards them, any kind of play which would do your partner harm.

Communication between the Partners.

We have already stated that the theory of the scientific or combined game essentially contemplates the interchange of communication between the partners to the fullest legal extent, as to the state and contents of each other's hands; and as the giving, obtaining, and making use of such information forms one of the chief characteristics of good play, a few additional words on the point may be useful here.

In the first place, the system of play itself furnishes a large source of information; for by following care-

fully the established principles, and by avoiding wild and irregular play, you will certainly put your partner in possession of the most material facts as to your hand, while by carefully observing his play you will become possessed of similar information as to his hand in return. A glance through the foregoing remarks will show this quite clearly.

But, independently of this, you must adopt every further means in your power of giving him information, and there are many ways in which this may be done. We have already mentioned some conventional signals which, by common consent, have become legalized and adopted for the purpose, such as the *signal for trumps*, and returning the highest from a short suit; and there are one or two others which may be remarked on.

The mode of playing *sequences* furnishes one of these. Suppose, being third player, you hold king and queen; it is clearly immaterial, as regards the immediate effect, which of these two cards you play; but since you have the choice, advantage is taken of the fact to enable you to give your partner information, the rule being that you always play the *lowest* of the sequence; so that your partner, understanding this convention, will at once acquire the knowledge that you have not the knave, but *may* have the king. If you played the king, he would erroneously infer that you had not the queen; and this error might

cause him to do your joint game much injury. This rule of playing the lowest of a sequence applies whenever you are second, third, or fourth player; but when you *lead*, different considerations come in, which require, in many cases, the highest of the sequence to be played. This is, however, perfectly well understood, and causes no confusion.

There are also several other lesser means of conveying information, such as by retaining the turn-up card as long as you can, and by particular modes of play in particular cases: as, for example, if you found yourself at a certain period of the game with the best and second best cards of trumps, or of a plain suit when trumps were out, you would lead the second best, to show your partner you held the best also; or, in discarding from a suit of which you have full command, it is a convention to throw away the *highest*, which your partner must know you would not do without good reason. Other devices of this kind will often suggest themselves in the course of play.

And this consideration should also guide you to be extremely careful against doing any thing which may mislead your partner, particularly in the management of your small cards; for example, it would be inexcusable unnecessarily to throw away a three or a four if you held a two. Deceiving your partner is a crime which ought to be held in the greatest abhorrence by a Whist player. It is ranked by one of our greatest

Whist authorities with want of veracity in common affairs. "In no other position in life," says he, "would you tell me that which is untrue; and why should you do it here?"

On the Degree of Strictness with which Systematic Play should be adhered to.

It does not follow, that, because the modern scientific game involves a general system of play, this system is to be rigidly and slavishly adhered to, without judgment or discrimination. On the contrary, one of the characteristics of a fine player is his ability and tact in finding out when and to what extent he may modify or depart from the ordinary rules. It is impossible to teach this, and it is scarcely advisable that the learner should trouble himself much about it; for it is far preferable to show even too strict an adherence to principle than to depart from it wildly and unskilfully. When the systematic theory and practice of the scientific game have been fully mastered, practice and observation will soon point out, to the intelligent student, the modes in which he may advantageously modify his play.

The principal cause which justifies what one may call exceptional or irregular play, is the *state of the score*, which in Short Whist continually requires the most careful attention. The necessity for gaining a certain definite number of tricks, in order to win or

to save the game, under peculiar circumstances of the hands, often gives rise to special problems, out of the usual category, and for which the ordinary system must be entirely thrown aside. If, for example, you score four, and have six tricks already, it is absurd to trouble yourself about any scientific mode of play, if by any possible means, ever so irregular and exceptional, you can insure one trick more. And so if, at love-all, two honors are declared against you, and you have four tricks up, any kind of play will be right that will get you the fifth trick to save the game. Again, suppose the adversaries are four, and you, with the lead, have a bad hand: the best play is, in defiance of all system, to lead out your best trump; for if your partner has not a very good hand, the game is lost; and if he has, that is the best thing to do.

Towards the end of the hand, rules may be often advantageously laid aside, and false cards played: for then the great scheme of play cannot be affected by them; it has been settled and carried out long before.

There is another justification for departure from strict systematic play: that is, the consideration of the personal capabilities of your partner or your adversaries, and their degree of knowledge of the game. It is an essence of the scientific game, consequent on its mutual and combined character, that both partners must understand it, and must play on the same gen-

eral principles, otherwise the mutuality cannot consistently be carried out. And a question arises from this, which often puzzles students; i.e., What should you do when you have a partner who does not understand and consequently does not play the scientific game?

This question is difficult to answer, as so much depends on the extent of his capabilities. It is, however, certain that you must considerably modify your play, as all the features which depend on your partner's appreciation of the combined game would be thrown away. It would be folly, for example, to give the signal for trumps or any other conventional sign if it was not likely to be understood. And the case would be worse if one or both of the adversaries happened to be observant players; for in such cases the more information you gave as to your hand, the more facility you would afford for your own defeat.

It is impossible to give rules for such cases: sometimes it might be politic to play for your own hand only; at others you might partially help your partner (if you could understand his play) though he might not help you; at other times you might most profitably devote your attention to thwarting your adversaries. All would be a matter of judgment at the time.

The only thing to be said is, that principles of play which depend essentially on a joint action of the two

partners must not inflexibly be carried out when one of their most fundamental conditions is wanting; and that, consequently, what would be very bad play if you had a good partner, may be perfectly good when you have a bad one.[1]

[1] This subject is further developed in Appendix B.

CHAPTER V.

Rules and Directions for Play.

THE foregoing remarks illustrate what we have called the Theory of the Scientific or Modern Game. The way in which this theory is usually brought into practical application is by means of rules or directions for play; indeed the ordinary plan in teaching Whist, either personally or by books, is to give these rules only, either ignoring the theory altogether, or only allowing it to be inferred by the student as well as he can.

Many collections of Rules, carried out in considerable detail, will be found in the best modern works on Whist; but it will be useful to give here a short summary of the principal ones, arranged in a convenient form for reference.

It must be explained, that among such rules are included many which have no direct reference to the theory of the game, but are matters of detail, providing for what we may call the *accidents* of play.

Summary of Rules and Directions for Play.

The principles on which most of these rules are based will be found in the foregoing theoretical considerations. Some further explanations, together with notes of exceptions and other useful remarks, are appended in small type.

The Lead.

Let your first or principal lead be from your best *long* suit.

If you have two suits, each of more than three cards, you may prefer the one which is *strongest* in high cards; but always avoid, if possible, an original lead from a suit of *less than four*.

Holding in this suit *ace and king*, lead king first, then ace.

This is preferable to beginning with the ace, as it may sometimes convey useful information. No good partner would trump your king led.

If you hold ace, king, queen, lead king first, then queen for the same reason.

Holding *king and queen*, lead king.

And, if it wins, a small one, as the ace ought to be with your partner.

Holding *king*, *queen*, *knave*, *ten*, lead the lowest of the sequence, to induce your partner to put on the ace, if he has it, and leave you with the command.

Holding *ace*, *queen*, *knave*, lead ace, then queen.

So as to obtain the command with the knave. If your partner holds the king, he ought to put it on the queen (if he can trust your leading from a long suit), so as not to obstruct your establishment of the suit.

Holding *ace and four others* (not including king, or queen with knave), lead ace, then a small one.

To prevent the chance of your ace being trumped second round.

Holding *queen, knave, ten,* or *knave, ten, nine,* at the head of your suit, lead the highest.

It is an old and well-known rule to "lead the highest of a sequence." But like many other rules, when the reason of it is not comprehended, it is often totally misunderstood and misapplied. The object of doing this is to prevent your partner from putting on the next highest, if he has it; but there are many cases where you ought to *desire* him to put it on, and where, consequently, the lowest ought to be played — as, for example, when you hold a queen to a king, as before directed. In a general way the rule should apply only to a *high* sequence *heading* the suit in your own hand, and not to low or subordinate sequences, to lead the highest of which would only deceive your partner without doing you any good. See an example in the note to the following rule, and also remarks on the trump lead.

In other cases lead the *lowest* card of your suit.

If you hold king, knave, ten, nine, and a small one, lead the nine; if king, knave, ten, and others, the ten. These are exceptional combinations.

If trumps are out before you open your suit, you should lead differently, keeping back your high cards.

See the rules for trump leads, which apply in a great measure to this case also.

Lead your own long suit, if you have one, before you return your partner's.

Unless you happen to hold the master-card in your partner's suit, which you should part with as early as you can, to get it out of your partner's way, and prevent his imagining it is against him.

In returning your partner's lead, if you held *not more* than *three cards* of the suit *originally*, always return the *highest* you have left.

To strengthen his hand, and as a conventional signal. If you originally held four, return the lowest, unless you have the master-card, which play out at once, as before directed. Also, if you happen to have discarded one of the four, play as if you had held only three.

It is good to lead a suit in which your *right*-hand adversary is *weak*, or your *left*-hand *strong*.

i.e., lead *up to* the *weak* suit, or *through* the *strong* one. On this principle avoid, if possible, returning your partner's suit, if you have won his lead cheaply.

(Indication of strength is given by the lead; of weakness, by the play of third and fourth hand, and by the discard.)

If obliged to lead from a suit of less than four cards, the general rule is to lead the highest.

To inform your partner. If you have any reason to know he is long in the suit, the rule admits of no exception; but if you are doubtful on this point, it may be taken with some reserve. For example, if you hold an honor and two small cards in a suit respecting which no indication has yet been given, to lead the honor might not only throw away a chance of making it, but strengthen one of your adversaries.

Avoid leading a suit which one adversary ruffs, and the other discards to.

Unless you are sure of forcing the *strong* trump hand.

Towards the end of the hand it may often win you an extra trick to avoid leading from a tenace or a

"guarded second," and to try and induce your left-hand adversary to lead that suit for you.

This is one of the points in which *fine* play is best shown.

Second Hand.

The general rule for the second hand is to play your lowest.

For your partner has a good chance of winning the trick; and the strength being on your right, it is good to reserve your high cards (particularly tenaces, such as ace and queen) for the return of the lead, when you will become fourth player.

With one honor and one small card the best players adhere to this rule.

The following are some of the most usual exceptions to this rule: —

Holding	ace and king,	put on	king.
"	king and queen,	"	queen.
"	ace, queen, knave,	"	knave.
"	ace, queen, ten,	"	queen.

Also if you have two high cards in sequence (as queen and knave, or knave and ten), with only one other; or if you have three high cards in sequence with any number, — it is generally considered right to play the lowest of the sequence second hand.

To help your partner in case of the third hand being weak. There is, however, some danger of this being mistaken for the signal for trumps, and your partner must be on his guard.

The second round of a suit, it is generally right to win the trick, second hand if you hold the best card.

Great strength in trumps, however, which always warrants a backward game, may sometimes justify you in leaving it to your partner, particularly as you thereby keep the command of the adversary's suit.

If an honor is led, you should generally put a higher honor upon it.

But if you are strong in the suit, you may husband your strength and play a small one.

Do not trump a doubtful trick second hand if strong in trumps: if weak, trump fearlessly.

Third Hand.

The general rule for the third hand is to play the highest you have.

In order not only to do your best to win the trick, but to strengthen your partner's long suit by getting the high cards out of his way.

If you have a head sequence, remember to play the lowest of it.

This rule is subject, however, to the peculiar attribute of the third hand as regards *finessing*.

To know how to finesse properly, requires great judgment and experience, but there are a few useful rules of general application:—

a. The first-time round of a suit, if you hold ace and queen, you always play the queen.

b. With this exception, it is wrong in principle to finesse in your partner's long suit, as he wants the high cards out of his way. If you see that he leads from weakness, or if he leads you strengthening cards in your *own* long suit, you may finesse more freely.

c. It is dangerous to finesse the *second-time* round of a suit, as the chances are it will be trumped the third time.

d. If, however, you are strong in trumps, you may finesse much more freely, as your trumps may enable you to bring your high cards in.

e. With minor tenace it is generally proper to finesse the second round, as the best card must probably be to your left; and if the third best is there also, both your cards must be lost in any case.

f. It is of no use to finesse if the previous play has shown that the intermediate card, *against* which you finesse, does not lie to your right; for in that case it must be either with your partner or your left-hand adversary, in either of which cases finessing is obviously useless.

g. The advisableness or not of finessing in certain cases late in the hand is often determined by the fall of the cards or the state of the score; *e.g.*, when you particularly want one trick to win or save the game, or if, from what you know of your partner's or opponents' cards, you see you *can* only get one, it would be wrong to finesse for the chance of gaining two.

Be careful to watch the fall of the cards from your left-hand neighbor, in order that, if he proves weak in a suit, you may avoid wasting high cards when small ones would suffice to win the trick over him. This is very necessary, as your partner is often likely to lead up to the weak hand.

Fourth Hand.

In this you have in most cases little to do but to win the trick as cheaply as you can.

And recollect, if you *do* win it cheaply, it may afford you a hint for a good lead when you are in want of one.

Cases sometimes arise, however, towards the close of the hand, where it is advisable not to win the trick.

As, for example, when by not doing so you can force your left-hand adversary to lead up to your tenace, or guarded second.

There are also cases in which it is advisable to win a trick already your partner's.

As, for example, to get high obstructing cards out of his way, or to enable you to lead up to a weak hand, or otherwise to alter the position of the lead.

Management of Trumps.

If you have five or more trumps, always lead them, or signal to your partner to do so.[1]

As explained in the foregoing theoretical remarks.

A trump lead from four may be warranted by strength, either of your own hand or your partner's in other suits, but always requires judgment and care

But if you have a long suit to bring in, it is generally best, with four trumps, to lead the plain suit first.

A trump lead from three or less is seldom wise, being only justifiable by great strength in *all* other suits, or by special necessity, such as stopping a cross ruff, &c

You must not lead trumps simply because your long suit is trumped; for if your adversaries are strong in them, you will only be playing their game.

[1] Good players are sometimes more cautious in asking for trumps than in leading them. The rule given by one of the best modern authorities is, not to ask for trumps unless you hold four with two honors, or five with one honor, together with good cards in one of the hands. It is simpler, however, for learners to adhere to the rule always to lead or ask for trumps when they hold five.

The proper card to lead from your own strong suit of trumps varies a little from that of common suits.

For the latter is influenced by the chance of being ruffed, from which the trump suit is free.

For this reason, unless you have commanding strength enough to disarm the adversaries at once, you play a more backward game, generally leading your lowest, to give the chance of the first trick to your partner.

It is also very often advantageous to reserve a high trump to give you the lead the third time round, as, in case of adverse strength of trumps remaining against you, it may enable you to force it with much advantage.

If you have *ace*, *king*, *queen*, or any other *commanding* sequence, lead the *lowest* of them first, and then the next lowest, and so on, to inform your partner.

If you have *ace*, *king*, *knave* of trumps, it is good to lead the king and then stop, waiting for the return of the lead in order to finesse the knave.

If your partner asks for trumps, you are bound to lead them, and if he leads them you are bound to return them the first opportunity.

Remembering in either case, if you had not more than three, to play your *highest*, in order to strengthen his hand.

In inferring that your partner has asked for trumps, recollect that there are cases in which he may have *necessarily* played the higher card first: in the trump signal it must be played *unnecessarily*.

Never lead *through* an honor turned up, unless you otherwise want trumps led. On the other hand, do not hesitate to lead *up* to an honor, if you are strong in them.

As explained in Chapter IV.

You may finesse in trumps much more deeply than in plain suits.

As master cards must ultimately make.

Ruff freely when weak in trumps, but not when strong.

See directions for the Second Hand.

It may often be advisable when strong in trumps even to refuse to trump a trick which is certainly against you, as your trumps will ultimately make, and you may perhaps discard advantageously. If you see your partner do this, he will probably want trumps led, and you must carefully avoid forcing him.

Do not force your partner if weak in trumps yourself.[1]

At least, not until you have ascertained it will do him no injury; for your weakness renders it probable he may be strong, when forcing may be the worst injury you could do.

On the other hand, force a strong trump hand of the adversary whenever you can.

Whenever you are not strong enough to lead trumps, you are weak enough to force your adversary.

If, when you or your partner are leading trumps, one adversary renounces, you should not generally continue the suit.

As you would be expending two for one drawn. Your proper game is then to try and make your and your partner's trumps separately.

It may, however, often be advisable, even under this disadvantage,

[1] One of the best modern players defines "four trumps with one honor" as sufficient strength to warrant your forcing your partner.

totally to disarm the adversary, if you or your partner have cards or suits to bring in. In this case the renouncing hand should be led *up to*, rather than *through*.

Similarly, if your *partner* renounces trumps, it is generally advisable to go on.

As you draw two trumps by expending one.

If you are dealer, retain the turn-up card as long as you can.

To inform your partner; if not, recollect it, and notice when it falls. When, however, the adversaries are drawing trumps, it may sometimes be advisable to part with it unnecessarily, in order to make them believe you have no more.

General Directions.

Sort your cards carefully, both according to suit and rank, and count the number of each suit.

This will greatly assist the memory.

If not leading, always play the *lowest* of a sequence.

This is one of the modern conventional rules by which information is conveyed to your partner as to the contents of your hand, and if you have an observant and educated partner it must be carefully adhered to.

Get rid of the commanding cards of your partner's long suit as soon as possible. Retain those of the adversaries' suits as long as you conveniently can.

As explained in Chap. IV.

Discard generally from short or weak suits, not from long or strong ones.

For the cards of the former are of very little use, while those of the latter may be very valuable. Besides, your first discard is generally a very important source of information to your partner.

It is, however, sometimes worth while to break the rule for the sake of retaining a guard to an honor or second-best card, particularly in your adversaries' suits.

When you have the entire command of any suit, it is a conventional signal for you to discard (when the opportunity arises) the *best card,* in order to inform your partner.

Thus, having ace, king, queen, and knave of a suit not led, you would discard the ace; for it must be obvious that you would not do this unless you had others equally good behind.

Discarding the *second best* generally intimates you have no more of that suit.

You throw it away because it is not likely to make.

Be careful in the management of your small cards.

In order not to mislead your partner. Do not not throw away carelessly a three or four if you hold a two.

When your partner first renounces a suit, call his attention to the fact.

As it may save a revoke.

Keep constantly in mind the desirableness of affording information to your partner, of obtaining information as to his hand, and of playing the hands jointly.

This being the essence of the modern game.

Pay attention to the state of the *score*, which ought often to influence your play.

Remember that the third trick saves the game when honors are equal; that the fifth saves it against two by honors, and the seventh against four by honors. Note also that the odd trick is twice as valuable as any other, as it makes a difference of two to the score. Notice further, when you are near winning the game, how many tricks are wanting for that purpose.

In all these cases it may be expedient to modify the usual play for the sake of getting the trick you want in preference to speculating for more; for when you particularly require one trick, it would be folly to risk it (by finessing, for example) in order to have the chance of gaining two.

The state of the score may sometimes influence your whole plan. For example, if the adversaries are four, and you have a bad hand, you should lead your best trump, as explained in Chap. IV.

Consider also the effect of the *lead*.

It is often desirable to depart from the usual modes of play for the sake of gaining the lead, or of giving it to your partner.

And it is also sometimes worth while even to throw away a trick in order to give the lead to one of your adversaries; as, for example, to make them lead up to a tenace or guarded second.

These two latter rules afford the principal opportunities for *fine* play.

Do not be discouraged when sound play fails of success, which must often occur.

CHAPTER VI.

Conclusion.

We have now expounded the theory of the modern scientific game, and shown the mode of carrying it out in practice. Any one who has sufficiently mastered the principles here laid down to apply them fluently in his play, may be called a *sound* player, and will possess by far the most important qualification for proficiency in the game. He will have immense advantages over those who do *not* play on system: for he will know what he is about, which they never do; and his game will be intelligible to a good partner, whom he will be in no danger of thwarting, as is so often done by untaught players. Every good player knows too well the annoyance of having a partner who, through want of appreciation of what a good game means, will persist in obstructing and opposing his play, often to their mutual discomfiture.

And it is worthy of remark, how much a systematic commencement facilitates the study of the game. Everybody knows how difficult it is to learn Whist

in the ordinary unsystematic way: the pupil is led blindly through a course of heterogeneous rules, of the foundation of which he knows nothing, and which therefore have no meaning to him beyond mere empirical dicta. He must grope about for a long time in the dark, and can only enlighten himself by a gradual intuition of what the rules mean.

But when the mode of play is shown to be a *system*, easily explained and as easily comprehended, it is astonishing in how different a light the game appears. Its acquisition, instead of being laborious and repulsive, becomes easy and pleasant; the student, instead of being frightened at the difficulties, finds them vanish before him; and even those who, having formerly practised without method, take the trouble of learning the system, suddenly see the light break in upon them, and soon find themselves repaid a hundred-fold in the increased enjoyment and satisfaction the game will afford them.

It is one of the great advantages of the modern scientific game, and of this systematic mode of teaching it, that it renders Whist attractive to the young. It was formerly almost exclusively practised by those somewhat advanced in life, who alone were supposed to have acquired sufficient experience and judgment to play it well. But now that the results of experience have been reduced to a systematic form, capable of being presented at once to the mind, and sparing the

years of practice formerly necessary for their induction, we find the game taken up as an attractive occupation by young men of high intellectual character, some of whom rank as the finest players. And it is also due to the other sex to say that the introduction of the systematic form has been found to take from the game the stigma of being "only fit for old maids," and to render it now as attractive to our daughters and sisters as it used to be to our aunts and grandmothers.

But, great as is the step gained by systematic or *sound* play, something more is necessary to make a *good* player; for here other qualifications enter into requisition, such as *observation*, *memory*, *inference*, and *judgment*. We must devote a few words to these.

If you aspire to become a good player, you must OBSERVE carefully. Look constantly at the *board*, watch every card as it falls, and notice particularly every honor. When you are practised in this, extend your special notice to the tens and nines, which, from their importance and the different appearance they have from the lower cards, it has been found convenient to call *semi-honors*. Also let every original lead and renounce, or other sign of strength or weakness shown by each hand, impress itself upon your mind as it occurs.

A good player must also exercise some effort of MEMORY to recollect the fall of the cards, and the indications given of the state of the hands. But the importance of this is vastly overrated by untaught players. We often hear such expressions as, "Mr. So-and-so is a first-rate player, for he can recollect every card out;" or, "I shall never play well — I have no memory." These are entirely delusions. Memory is of infinitely less importance than correct play. The best memory in the world will help a player very little if he does not understand and practise the principles of the game; if he *does*, a very moderate mnemonical power will suffice for every practical purpose. Let no one, therefore, despair on this ground. We will give a few hints, by following which the necessary power may be soon acquired.

In the first place, avoid all artificial systems, such as placing the trumps in a particular place (which is perfectly childish), or any other contrivance of the kind, further than by carefully arranging and counting your cards at the beginning of the hand. Trust to the natural memory only, which will soon answer your demands upon it.

Then, do not attempt to recollect too much at once: go by degrees. It is totally unnecessary to recollect every card; not one player in a hundred thousand could do that, or would desire to do it. The theory of the game shows us that there are some

things much more important to attend to than others, and we should commence by directing the memory to these. For example: —

First, Always count the trumps; notice the honors as they fall; and remember the trump card.

Secondly, Direct your attention to your own most important suit, and try to recollect the fall of the honors in it. As soon as you can do this well, try also to remember the semi-honors.

Thirdly, Extend this to your partner's suit also.

Go as much farther as you like; but if you can do these, you will have done much to qualify yourself, as far as memory goes, for being a good player.

Then, a good player will draw INFERENCES, from what he sees, as to where certain cards do or do not lie, and generally as to the state of the various hands. Few players have any idea to what an extent this may be carried by attentive and thoughtful observation. There is not a single card played from which information of some kind may not be inferred; in fact, as a great player expresses it, "Whist is a language, and every card played is an intelligible sentence."

The insight good players get into their fellow-players' hands appears to the unpractised almost like second-sight. Great skill in this can of course only be attained by great practice and great attention, combined with some special talent; but every industrious and

careful player may do much in the way of inference, and when he has mastered the principles of the game, he ought to give the subject his best study.

The following are some examples of the way in which inferences may be drawn from cards played: —

PLAY.	INFERENCE.
Lead.	
(*In the player's own first lead.*)	N.B. *When there is an alternative, your own hand or the fall of the other cards will often determine it. No account is here taken of the signal for trumps, which will sometimes modify the inference to be drawn.*
Any plain suit.	Is the best in his hand; he holds four or more of it; and has not five trumps.
King.	Holds also either queen or ace.
Ace, followed by queen.	Holds knave also.
Ace, followed by a small one.	Had originally five or more.
Queen (plain suits).	Holds also knave and 10; but not ace or king.
(*In returning his partner's lead.*)	
Does not lead out the master card.	Does not hold it.
Any card, afterwards dropping a lower one.	Has no more.
Any card, afterwards dropping a higher one.	Has more.
(*Generally.*)	
Forces his partner.	Is strong in trumps.
Refrains from doing so.	Is weak in them.

PLAY.	INFERENCE.
Second Player.	
King (to small one led).	Holds ace also, or no more.
Queen (ditto).	Holds king also, or ace and ten, or no more.
Knave (ditto).	Holds also queen and king, or queen and ace, or queen and one other only, or no more.
Any smaller card.	Has none lower.
Trumps a doubtful trick.	Has not more than three trumps.
Does not trump it.	Has more than three.
Third Player.	
Ace.	Holds neither king nor queen.
Fourth Player.	
Cannot win the trick.	Has no card higher than the one against him.
Wins it with any card.	Has no card between this and the one against him.
Second, Third, or Fourth Player.	
Any card.	Has not the one next below it.
Refuses to trump a trick certainly against him.	Probably is strong in trumps, and wants them led.
Any discard, generally.	Is weak in that suit.
Discards the best of any suit.	Has the next best and the full command.
Discards the second best.	Has no more.
Plays unnecessarily a higher card before a lower.	Signal for trumps.

When it is considered that several of these opportunities for inference will occur in every trick, it will

cease to be a matter of wonder what a clear insight skilled and observant players will, after a few tricks, obtain into each other's hands.

And, lastly, a good player must apply the results of his observation, memory, and inference with JUDGMENT in his play. This cannot be taught: it must depend entirely on the individual talent or good sense of the player, and the use he makes of his experience in the game. This will vary immensely in different individuals, and the scope for individual judgment in play is one of the finest features of the game.

It sometimes happens that a person who has qualified himself to be called a good player is further specially gifted by nature with the power to make master-strokes of genius and skill, which will then constitute him a *fine* player, the highest grade to which it is possible to attain.

The student must, however, be careful not to aim at this too early; remembering always, that before becoming a *fine* player he must learn to be a *sound* one, and that the only way to do this is to be sought in a perfect systematic knowledge of the principles of the game.

APPENDICES.

APPENDIX A.

EXAMPLES OF HANDS.

THE following are a few simple hands played through.[1] They are not intended to exemplify skill, for, as in almost all hands, the play might admit of modification according to the capabilities of the several players; they have merely the object of illustrating the routine practice of some of the more common and important points in the modern game, — such as the signal for trumps, forcing, the return of a suit, discarding, and so on.

A and **C** are partners against **B** and **D**; the attention being chiefly directed to the play of the two former. The reader is supposed to play the elder hand **A**. The winner of each trick is marked with an asterisk.

[1] This mode of illustrating Whist by model games was first suggested by the author of the present work, in Macmillan's Magazine for December, 1861.

EXAMPLE I.

The object of this example is to illustrate the making of a long plain suit, by the aid of your partner's long suit of trumps; the trump lead being called for by signal.

Hearts. Kg. 8, 6, 4, 2.
Spades. 6, 2.
Diamonds. 9, 6, 3, 2.
Clubs. A. 7.

Hearts. A. Q. Kn.
Spades. 8, 7, 5.
Diamonds. A. 10.
Clubs. Q. Kn. 10, 5, 3.

C
Hearts Trumps.
B D
(Dealer)
9 turned up.
A

Hearts. 9, 5, 3.
Spades. Q. Kn.
Diamonds. Kg. Q. Kn. 8, 7.
Clubs. 9, 4, 2.

Hearts. 10, 7.
Spades. A. Kg. 10, 9, 4, 3.
Diamonds. 5, 4.
Clubs. Kg. 8, 6.

Trick.	Play.
I.	*A King of Spades.
	B 5 of Spades.
	C 6 of Spades.

Remark. — Having five trumps, C signals to have them led. A not seeing the 2 fall, will know that some one is asking for trumps, and will therefore carefully watch the next round.

	D Knave of Spades.

II.	*A Ace of Spades.
	B 7 of Spades.
	C 2 of Spades.

Remark. — Trump signal completed.

	D Queen of Spades.

III.	A 10 of Hearts.

Remark. — In obedience to trump signal.

	B Knave of Hearts.
	*C King of Hearts.
	D 3 of Hearts.

IV.	C 2 of Hearts.
	D 5 of Hearts.
	A 7 of Hearts.
	*B Queen of Hearts.

Trick.	Play.
V.	B Queen of Clubs.
	*C Ace of Clubs.
	D 2 of Clubs.
	A 6 of Clubs.

VI.	C 4 of Hearts.
	D 9 of Hearts.
	A 4 of Diamonds.
	*B Ace of Hearts.

VII.	B Knave of Clubs.
	C 7 of Clubs.
	D 4 of Clubs.
	*A King of Clubs.

VIII.	*A 10 of Spades.

Remark. — A has now *brought in* his long suit, and pursues it to the end. C discards his diamonds. It is immaterial what the adversaries play.

IX.	*A 9 of Spades.
X.	*A 4 of Spades.
XI.	*A 3 of Spades.
XII.	*C 6 of Hearts.
XIII.	*C 8 of Hearts.

The result is that **A** and **C** win a treble by cards against two by honors and other considerable adverse strength.

EXAMPLE II.

In this the elder hand **(A)** has the same long suit as before, but the strength in trumps is now given to the adversaries. The example is intended to illustrate how a long suit, though it may not be brought in, may be made useful in *forcing* the strong adverse trump hand.

Hearts. Q. Kn. 5.
Spades. 6.
Diamonds. A. 8, 7, 3.
Clubs. A. Q. Kn. 7, 2.

Hearts. A. 9, 8.
Spades. 8, 7, 5, 2.
Diamonds. 9, 6, 2.
Clubs. 10, 4, 3.

C
Hearts Trumps.
B **D**
(Dealer)
King turned up.
A

Hearts. Kg. 10, 6, 4, 2.
Spades. Q. Kn.
Diamonds. Kg. Q. Kn. 10.
Clubs. 9, 5.

Hearts. 7, 3.
Spades. A. Kg. 10, 9, 4, 3.
Diamonds. 5, 4.
Clubs. Kg. 8, 6.

Trick.		Play.
I.	*A	King of Spades.
	B	2 of Spades.
	C	6 of Spades.
	D	Queen of Spades.

Remark. — Commencement of signal for trumps.

II.	*A	Ace of Spades.

Remark. — Better to go on with spades at the risk of being trumped than to open a new weak suit.

	B	5 of Spades.
	C	3 of Diamonds.
	D	Knave of Spades.

Remark. — Signal completed.

III.	A	10 of Spades.

Remark. — To force the adverse hand, which has, by asking for trumps, declared itself strong in them.

	B	7 of Spades.
	C	7 of Diamonds.
	*D	2 of Hearts.

IV.	D	4 of Hearts.
	A	3 of Hearts.
	*B	Ace of Hearts.
	C	5 of Hearts.

V.	B	9 of Hearts.
	C	Knave of Hearts.
	*D	King of Hearts.
	A	7 of Hearts.

VI.	D	6 of Hearts.
	A	4 of Diamonds.
	B	8 of Hearts.
	*C	Queen of Hearts.

Trick.		Play.
VII.	*C	Ace of Clubs.
	D	5 of Clubs.
	A	6 of Clubs.
	B	3 of Clubs.

VIII.	C	Queen of Clubs.
	D	9 of Clubs.
	*A	King of Clubs.

Remark. — To get rid of the command.

	B	4 of Clubs.

IX.	A	9 of Spades.

Remark. — Repeating the force to extract the last trump.

	B	8 of Spades.
	C	8 of Diamonds.
	*D	10 of Hearts.

X.	D	10 of Diamonds.
	A	5 of Diamonds.
	B	2 of Diamonds.
	*C	Ace of Diamonds.

XI.	*C	Knave of Clubs.

Remark. — The adverse trumps being now all forced out, C, having gained the lead by a card of re-entry, brings in his clubs, and makes them all.

XII.	*C	7 of Clubs.
XIII.	*C	2 of Clubs.

A and **C** gain 3 by cards.

EXAMPLE III.

The object of this is to illustrate the value of the *discard,* as a means of communicating information.

Hearts. A. 9, 7, 6.
Spades. 6, 2.
Diamonds. Q. Kn. 10, 9, 4.
Clubs. 8, 3.

Hearts. Q. 8, 5.
Spades. Kn. 10, 4.
Diamonds. A. 3.
Clubs. A. Q. 9, 7, 2.

C
Hearts Trumps.
B D
(Dealer)
10 turned up.
A

Hearts. Kn. 10, 3.
Spades. 9, 8, 7.
Diamonds. 8, 7, 6, 2.
Clubs. Kn. 10, 4.

Hearts. Kg. 4, 2.
Spades. A. Kg. Q. 5, 3.
Diamonds. Kg. 5.
Clubs. Kg. 6, 5.

Trick.	Play.
I.	*A King of Spades.
	B 4 of Spades.
	C 2 of Spades.
	D 7 of Spades.
II.	*A Queen of Spades.
	B 10 of Spades.
	C 6 of Spades.
	D 8 of Spades.
III.	*A Ace of Spades.
	B Knave of Spades.
	C 3 of Clubs.

REMARK. — This discard at once gives great insight into C's hand. He discards from his weak suit, and therefore he ought to be strong in trumps and diamonds. But he has not five trumps or he would have signalled for them, and hence, in all probability, he has at least four or five diamonds.

	D 9 of Spades.
IV.	A King of Diam'nds.

REMARK. — The spade lead being now unadvisable, A is justified in acting on the information gained by his partner's discard, and leads a strengthening diamond.

	*B Ace of Diamonds.
	C 4 of Diamonds.
	D 2 of Diamonds.
V.	*B Ace of Clubs.
	C 8 of Clubs.
	D 4 of Clubs.
	A 5 of Clubs.

Trick.	Play.
VI.	B 2 of Clubs.
	C Queen of Diam'ds.

REMARK. — This second discard completes the full information as to B's hand. In the first place, having passed a doubtful trick, he has more than three trumps, and, as we have seen he has not five, he must have four with three diamonds. Secondly, his discarding the *best* diamond shows he has perfect command of the suit remaining behind.

	D 10 of Clubs.
	*A King of Clubs.
VII.	*A King of Hearts.

REMARK. — Strengthening trump lead, justified by the knowledge gained in the last trick.

	B 5 of Hearts.
	C 6 of Hearts.
	D 3 of Hearts.
VIII.	A 4 of Hearts.
	B 8 of Hearts.
	*C Ace of Hearts.
	D 10 of Hearts.
IX.	C 7 of Hearts.
	D Knave of Hearts.
	A 2 of Hearts.
	*B Queen of Hearts.
X.	B Queen of Clubs.
	*C 9 of Hearts.

REMARK. — Uses the last trump to bring in his diamonds.

	D Knave of Clubs.
	A 6 of Clubs.
XI.	*C 9 of Diamonds.
XII.	*C 10 of Diamonds.
XIII.	*C Knave of Diam'ds.

A and C win 4 by cards.

EXAMPLE IV.

The object of this is to illustrate the advantage of returning the proper card of your partner's lead, as a means of conveying information.

Hearts. A. 9, 3, 2.
Spades. A. Q. 6, 2.
Diamonds. Kg. 5, 4.
Clubs. 6, 3.

Hearts. 8, 5, 4.
Spades. Kn. 5.
Diamonds. A, Q. Kn. 8, 3.
Clubs. A. Kg. 4.

C
Hearts Trumps.
B D
(Dealer)
6 turned up.
A

Hearts. Kn. 6.
Spades. 10, 9, 8, 7.
Diamonds. 9, 6.
Clubs. Q. 10, 9, 5, 2.

Hearts. Kg. Q. 10, 7.
Spades. Kg. 4, 3.
Diamonds. 10, 7, 2.
Clubs. Kn. 8, 7.

Trick.	Play.
I.	**A** 7 of Hearts.

Remark. — In this hand every plain suit is so bad to lead that the trump lead with such strength is quite justifiable.

B 4 of Hearts.
*C Ace of Hearts.
D 6 of Hearts.

II. **C** 2 of Hearts.

Remark. — From this card returned, **C** must either have four or no more.

D Knave of Hearts.
*A Queen of Hearts.
B 5 of Hearts.

III. *A 10 of Hearts.

Remark. — It is justifiable to take out another round of trumps, though two may fall for one: partly to see how they lie, and partly to get a discard from some one as a guide for the next lead. Leading the 10 instead of the King is an additional assurance to your partner that you have still one left.

B 8 of Hearts.
C 3 of Hearts.

Remark. — This card shows that **C**, having returned his lowest in the last trick, had four at first, and has consequently now one remaining, which therefore you are careful not to draw, as the game will depend on the two being made *separately*.

D 6 of Diamonds.

Trick.	Play.
IV.	**A** 10 of Diamonds.

Remark. — For want of a better lead, you lead up to the suit that has been declared weak.

B Knave of Diam'ds.
*C King of Diam'ds.
D 9 of Diamonds.

V. **C** 2 of Spades.
D 7 of Spades
*A King of Spades.
B 5 of Spades.

VI. **A** 4 of Spades.

Remark. — See remark, next trick.

B Knave of Spades.
*C Queen of Spades.
D 8 of Spades.

VII. *C Ace of Spades.
D 9 of Spades.
A 3 of Spades.

Remark. — This shows that you (**A**) having returned your highest, had not more than three spades originally, and consequently have no more left. Your partner (**C**) therefore, observing this, sees that by leading the losing spade, he will enable you to make your trump separately from his, which will win the game.

B 4 of Clubs.

VIII. **C** 6 of Spades.
D 10 of Spades.
*A King of Hearts.

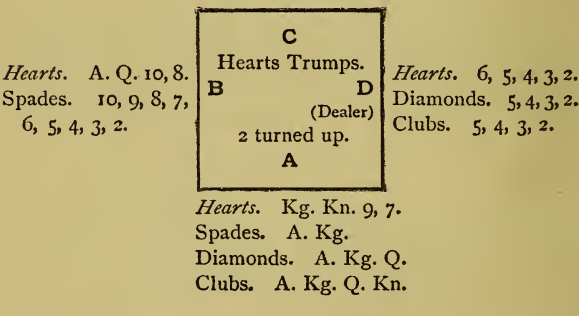
Remark. — You trump without hesitation, knowing your partner to hold the other trump.

B 3 of Diamonds.

C makes the last trump, and **A** and **C** make 3 by cards and 2 by honors, winning a treble.

EXAMPLE V.

This example is given to show how singularly, under extreme circumstances, the bringing-in of a long suit may annihilate the most magnificent cards. The hand is a very remarkable Whist curiosity: **A** and **C** hold all the honors in every plain suit, and two honors in trumps, and yet do not make a single trick!



Trick.	Play.
I.	**A** 7 of Hearts.

Remark. — There can be no doubt about this being the proper lead.

	*B 8 of Hearts.
	C 6 of Clubs.
	D 2 of Hearts.

II.	**B** 2 of Spades.
	C Knave of Spades.
	*D 3 of Hearts.
	A King of Spades.

III.	**D** 4 of Hearts.

Remark. — The propriety of this lead is often questioned; but it is defended by the impolicy of leading either of the extremely weak plain suits, and by the lead of trumps being up to a renouncing hand, and therefore the most favorable possible. Also, by giving **B** the lead again, it enables him to continue the spade, for **D** to make his small trumps upon.

	A 9 of Hearts.
	*B 10 of Hearts.
	C 7 of Clubs.

Trick.	Play.
IV.	**B** 3 of Spades.
	C Queen of Spades.
	*D 5 of Hearts.
	A Ace of Spades.

V.	**D** 6 of Hearts.
	A Knave of Hearts.
	*B Queen of Hearts.
	C 8 of Clubs.

VI.	*B Ace of Hearts.
	A King of Hearts.

VII.	*B 10 of Spades.
VIII.	*B 9 of Spades.
IX.	*B 8 of Spades.
X.	*B 7 of Spades.
XI.	*B 6 of Spades.
XII.	*B 5 of Spades.
XIII.	*B 4 of Spades.

B and **D** win every trick.

APPENDIX B.

ON MODIFICATIONS OF THE RULES, DEPENDING ON THE STYLE OF PLAY OF YOUR PARTNER.

It has been the principal object of this work, to show that the modern scientific game of Whist implies a *combination* of the hands of the two partners; and it is of course essential to this combination, that each of the two partners must concur in adopting such a mode of play as will efficiently carry it out. It is not necessary that each should be equally skilful, or should bring an equal amount of judgment to bear; but it is essential that each should understand the game in the same way, should be guided by the same main principles, and should adopt the same system in the general treatment of his hand.

Now, unfortunately, it happens that among the immense numbers of persons who play Whist, or who pretend to play it, only a small minority at present do understand or follow the system of the combined

game. Hence it continually happens, as every experienced Whist-player knows, that you may sit down opposite a partner whose ideas of the game so little agree with your own, that any attempts you may make to bring about a combination of the hands are abortive.

It becomes an interesting question, therefore, what is the best course for you to follow under such circumstances? How far will it be prudent to adhere to the usual system? and in what particulars should it be departed from? It is impossible to give any complete answer to these questions; there may be such infinite variety in your partner's style of play, that no prescribed plan would meet all cases. You may find almost infinite gradations — from the mere blunderer, ignorant of any kind of principle or rule, to the clever, shrewd, observant player of the old school, who will make the most skilful efforts to win the game, but will still refuse to adopt the proper means to show you his hand, or to understand and act on the indications you may give him of yours.

The following extract from an article on "Modern Whist," in the "Quarterly Review" for January, 1871, contains the only attempt we know of to classify Whist-players according to their mode of play: —

It would be vain to attempt to describe all the infinite varieties of bad play; but it may be useful to give a few of its most salient characteristics, and this we may do by dividing Whist-players into four classes, with, however, the proviso that such

a classification must be only approximate, and far from exhaustive in the lower grades.

Beginning with the worst, the fourth class appear to have derived their ideas of playing from certain oral traditions, which, though widely spread, and doubtless of great antiquity, it is difficult to trace to any definite origin. Probably they may be the handing-down of the rudest practice in the infancy of the game. We have, as a matter of curiosity, paid some attention to the habits of this class; and the following may be taken as a summary of their chief rules, which, we believe, now appear in print for the first time: —

"If you have an ace and king of any plain suit, lead them out at once. If not, lead from the best *card* you hold, in the hope of making it some time; or lead a single card for ruffing.

"But if fortunately your partner has led before you, you have only to return his lead, and need not take the trouble of scheming a lead of your own.

"Never lead trumps, even if led first by your partner; it is wasting them, as they might make tricks by trumping.

"In all other cases, do the best you can."

The only idea of skill possessed by these players is in recollecting the high cards that are out, and in discovering when the partner is likely to be short of a suit, that they may force him to trump; they are quite indifferent as to the play of sequences and small cards, and wonder at anybody attaching importance to such trifles. This class forms the great mass of domestic players; they are generally very fond of the game, and practise it a great deal; but their improvement is almost hopeless, as it is so hard to get them to take the first step, i.e., to unlearn every thing they already know.

The third class are more deserving of respect. They have probably belonged originally to the fourth class, but by reading Hoyle or Matthews, or some of the old books, aided by careful attention, practice, and natural ability, they have risen much

above it, and have acquired, in domestic circles, the reputation of being superior players. They are very observant, recollect and calculate well, draw shrewd inferences as to how the cards lie, and generally are adepts in all the *accidental* features of good play. Their management of trumps is diametrically opposed to that of the fourth class, as they have a great *penchant* for leading them, — a course almost always advantageous for them with inferior adversaries.

But skilful as these players are, they commit, as Deschapelles says, "one long and continual fault which they do not see;" they are "forts joueurs qui sont de détestables partenaires." They do not play upon *system;* they will not conform to the conventional language of the game; and hence they lose the great advantage of the combination of their own with their partner's hands. They, indeed, usually object to system altogether, arguing that the play should be dictated by their own judgment. A player of this class will often lead from short suits, or will lead trumps when weak, or abstain from leading them when strong, or will even refuse to return his partner's lead in them; or, in fact, will adopt any other mode of playing for his own hand alone: "the worst fault," says Mr. Clay, "which I know in a Whist-player."

If players of this class knew how easily they might step into the rank of first-class adepts, by simply adopting the orthodox system, they might be induced to devote a few hours to its acquisition; but the great obstacle to their improvement is the pride they take in their own skill, which they object to make subservient to a set of rules, and, perhaps, in some instances, to the will of a partner inferior to themselves.

The second class are those who play according to correct system, but who, from want either of practice or of talent, do not shine in individual skill. This is generally the case with the young who are properly taught, and their number is happily increasing every day. Two such players would unquestionably

win over two much superior adversaries of the third class; and they make such admirable partners, that a fine player, working with one of them, would, of himself, realize almost the full advantage of the combination of the hands. This class are eminently hopeful; they are already entitled to the name of good, sound players, and if they have only moderate abilities, they must continually improve.

The first, or highest class, are those who, to the soundness and system of the second class, add the personal skill of the third. They then become *fine* players; and, although there may be among them many grades of excellence, they may, as a class, be said to have arrived at the summit of the scale.

In the face of the immense variety of the style of play one may meet with, the only general advice that can be given is, as soon as it becomes apparent that your partner does not understand your own system, observe his play carefully, and endeavor to discover what his peculiarities are; and if you find he has any fixed habits at all, you may in most cases adapt your own play to them, and so turn them to your joint advantage. If he can not, or will not, fall in with your system, you must adopt his, and so endeavor still, in defiance of him, to make some sort of a combination, and avoid the cross purposes which are so beneficial to the adversary.

Although, however, the varieties of play which you may meet with from ill-educated, obstinate, or impracticable partners are so wide, and require, to make the best of them, such a special study of their individual

characteristics, yet it is possible to adopt certain precautionary measures in your own play, which will be of pretty general applicability. These deserve some careful investigation; and to enable us to study them conveniently, it is sufficient to assume the sole condition, in regard to your partner's play, that in playing his hand he *does not adopt the recognized modern combined system*, which it has been the object of this work to explain.

If we examine carefully the various principles and rules which have been based on this system, we shall find in how many cases the rules themselves fail, when the *mutuality*, on which they rest, ceases to exist. The fundamental theoretical principle of the modern game, explained in Chap. III., is, *That the hands of the two partners shall not be played singly and independently, but shall be combined and treated as one.*

Now, by the assumed condition of your partner's play, the two hands *cannot* be combined and treated as one, for he does not enter into the required combination. And as, therefore, the fundamental element of the combination fails, the rules must be re-examined under another aspect, namely, that of *their bearing on your own hand.* If the use of a particular rule of play is either to give information to your partner, on which he is to act, or to support him in some scheme of combination originated by him, then such a rule must be abandoned or modified, as useless to your

side, and only giving the opponents arms against you. But if, on the other hand, we find a certain rule beneficial *per se*, without reference to the combination, it may be retained.

And in this case, another element may be admitted into consideration, which has been carefully excluded under the combined system; namely, that of playing so as to *deceive the adversaries*. In the combined game, any unnecessary departures from recognized play, or any "false cards," are imperatively forbidden, on the ground that deceiving your partner does more evil than deceiving your adversaries does good. But manifestly, if your partner fails to draw the proper inferences, false play will not deceive him, and therefore, so far from being forbidden, it is to be recommended for its misleading effect on observant opponents.

We may now go somewhat in detail through the various rules for play, keeping these conditions in mind. And the first thing to consider is, how they affect the general system of treating the hand.

General System of Treating the Hand.

In Chapter III. it is stated that, in order that the two hands may be managed conjointly to the best advantage, it is requisite that each partner should adopt the *same general system* of treating his hand. And after discussing fully the various systems that may be adopted, the conclusion is arrived at, that the

preferable one for this purpose is the *long-suit system*, which determines that the *opening* of the game shall be by a long-suit lead.

But it is manifest that if the combination of the hands is not to be carried out, the reason above given for the adoption of any particular system fails. Your partner will not adopt it, neither will he draw the proper inference from its adoption by you. Hence — which is the important thing — you are relieved from any restraint as to the opening of your game, and may make your first lead whatever you may deem most consistent with the interests of your own hand.

The long-suit lead has many advantages *per se*, independently of the information it conveys. If you can establish the suit, you may possibly bring it in without your partner's aid; and if not, its cards may often be useful for forcing your adversaries. Moreover, it is always a good *defensive* lead, as it avoids the danger of contributing to the establishment of any long suit of theirs. For these reasons, having a good long suit in your hand, it is generally the safest plan to lead from it, even though the most important motive for doing so is gone.

But under the circumstances we are now considering, the rule no longer becomes imperative. You may lead a single card, or from a suit of two, or three, with perfect freedom, if it suits you. It is impossible to give rules for such cases: the player must exercise his judgment on them as they arise.

Plain-Suit Leads.

Supposing that you decide to adopt the long-suit lead, the next question is, *what card* of the suit you shall play first; and in this particular the fact of having an unsystematic partner considerably modifies the ordinary rules.

From *ace and king*, the ordinary lead is king first, to inform your partner. With a bad partner this is useless; and, as he might trump the king if he has not one of the suit, it is better to begin with the ace.

From *king and queen*, the king is still the best lead, to prevent your partner from putting on the ace, or to force it out from the adversaries.

From *queen, knave, and ten*, still lead the queen, for analogous reasons.

From *ace, queen, knave*, the usual lead, ace followed by queen, can hardly be improved upon; possibly, however, to follow the ace with the knave might deceive the adversaries as to the position of the queen, and might be useful in inducing your partner to put on the king, but it would not be so certain to force it out if on your left hand.

From *king, queen, knave, ten*, or *king, knave, ten*, the ten may be adhered to, as the best way of making your partner get rid of the commanding cards.

From *ace and four others*, the usual lead, of the ace first, enables a good partner to count your hand: with

a bad one you may begin with a small one as the best chance of making two tricks in the suit.

In the other cases, where, with a good partner, you lead the smallest card you have, with a bad one you should prefer an intermediate one, as it is of little consequence to you or your partner, and may puzzle the adversaries. If you have an intermediate sequence, it is good to lead one of the cards forming it: thus, with king, ten, nine, eight, and three, lead the nine, which may prevent a small card from winning.

Leading from a Short Suit.

If in the ordinary game you lead from a short and weak suit (say, for example, ten and two small ones, or knave and a small one), you lead the highest, to inform your partner. But when this motive fails, the practice would only convey information to be used against you; and you may lead the lowest or an intermediate card, to mystify your adversaries, and prevent their drawing any correct inference from your play.

Leading Trumps from Five.

This is almost always advantageous in the combined game, because with such great numerical strength you may generally disarm the opponents, and bring in your own or your partner's long suits or high cards.

But to do this you must have your partner's co-operation; and this, with an uneducated player, you

probably will not obtain. He may not understand the long-suit system; or he may consider your trump lead a mistake, and refuse to return it; or, still worse, he may force you, and so spoil your plan.

In this state of things, the question whether you should lead the trump requires much consideration, and is not easily solved.

If yours is not the first lead of the hand, probably the previous tricks may give you some clew as to how the cards lie. In the absence of such clew, probably the best guide is to consider the probable advantages of the trump lead as regards your own hand. If your other cards are good, the trump lead will, most likely, be the best thing, and you must defend yourself against any antagonistic proceedings of your partner as best you can. If, on the contrary, you have only a poor hand, you may do better by ruffing, in which case your opponents may lead trumps themselves. It is one of the cases in which your own judgment at the time must direct you.

What Card to lead from a Strong Suit of Trumps.

In the proper game you generally lead the lowest, unless you have three honors; your partner has a good chance of winning the first trick, and you may depend on his returning the suit the first opportunity. With a bad partner the case is not so clear, as he may not approve the trump lead, and may prefer to keep his trumps for ruffing.

Hence, if it is very important to you to get trumps out, and you hold ace and others, it is better for you to make sure of two rounds without your partner's aid. This, however, should only be done under a pressing emergency, as it is so very desirable to keep up the command. In the majority of cases, adhere to the usual rule, and if your partner does not return the suit, get the lead yourself again as early as you can, and complete the extraction.

Returning your Partner's Trump Lead.

This you are bound to do when playing with a good partner, for reasons fully stated in Chap. IV.

But you are *not* bound to return the trump lead of an uneducated or unsystematic player, as you have no confidence that his lead is dictated by the proper motives. Wild and unjustifiable trump leads are the most common characteristic of bad players, just as cautious trump leads are of good ones. When, therefore, playing with one of the former class, he leads a trump, it would be folly for you to return it, unless either it suits your own hand, or you can infer by the fall of the cards that he has stumbled upon a correct mode of play.

Returning your Partner's Lead in Plain Suits.

This you may generally do, as he may have some motive or other which it will be as well for you to fall

in with. He may not, probably will not, lead his longest suit; he may lead either from a high card, in hopes of making it, or from a single card, in hopes of ruffing. In either case you may humor him, and let him do what he can towards trick-making in his own way, provided it does not interfere with any more advantageous scheme of your own.

What Card to return to your Partner's Lead.

The rule of returning the higher, if you have only two left, must on no account be followed with a bad partner. Its object is to aid your partner in establishing his long suit, to get rid of the command, to give him a good opportunity of finessing, and to inform him how many cards of the suit you hold. But every one of these advantages is thrown away on an unsystematic player, and you may be only wasting good cards, and affording information to the adversary.

Forcing your Partner.

In the correct game you must not force your partner if there is a probability that he is strong in trumps; but this rule does not apply when you are playing with an unsystematic partner. He may probably wish to use his trumps for ruffing, and you must humor him rather than thwart him. Hence, if he fails in a suit, do not be deterred (as you would be in the correct game) from forcing him, by the mere fact of your

being weak in trumps yourself: since to abstain will do you no good, and will rather benefit the adversaries.

Calling for Trumps.

This of course is useless with an unsystematic partner; it will only convey information to your disadvantage. Considering, however, the impression to be produced on the adversaries, it is possible sometimes so to deceive them as to induce them to lead trumps. For example, if one of them leads the king of a suit, you having queen and a little one, your queen must fall the second round; and by throwing it away on the first round you may often induce the leader to stop his suit and substitute a trump lead, particularly if he is a player of the old school. Further, you may often advantageously make a *feigned* call (for example, when you have one or two little trumps and want to ruff), with the view of preventing the adversaries from leading trumps, which they, being strong, might otherwise do.

Second Player.

With ace, king, you may put on the ace. With king, queen, the king. With ace, queen, knave, the queen. With queen, knave, ten, the queen or knave. With king, knave, ten, the knave. With queen, knave, and one other, the queen. All these effect the desired objects without betraying your hand.

In other cases the ordinary conventional rule of

playing the lowest should *not* be followed, if you can play an intermediate card without detriment to your own hand. If you hold only two cards, it may often be good to play the higher, unless it is an ace, which it is advisable to hold up over the leader. This style of play will effectually mystify your adversaries, and do neither you nor your partner harm.

Trumping a Doubtful Trick.

The usual rule is to trump if weak in trumps, but not if strong, which gives useful indications to your partner. The rule may be generally adhered to, as it is also the best play for your own hand; but cases may arise where you may wish to follow a contrary course, and in these you may get rid of the usual fear of deceiving your partner. It may even be desirable sometimes to adopt the reverse of the usual play, for the purpose of expressly deceiving the adversaries and leading them to do something advantageous to you.

Third Player. Finessing.

Being third player you are still bound to do your best to win the trick, by generally playing your highest; but you have, with a bad partner, much more liberty as regards *finessing*.

In the proper combined game you are forbidden to finesse to your partner's original lead, except with ace, queen. With a partner who does not lead, on princi-

ple, from his longest suit, this restriction does not apply, and you may often finesse with advantage; with king, knave, and a small one, for example, the knave is a very good card to play third hand.

Fourth Player.

The usual rule is, if you cannot win the trick, throw away the smallest card you have. With an unobservant partner this is of no use; consequently, to deceive the adversaries, throw away a higher one.

You may also often puzzle them by winning your partner's trick unnecessarily, if the card you win it with is not likely to be otherwise useful.

Sequences, Second, Third, or Fourth Hand.

With a good partner, it is imperative to play the lowest card of a sequence, as one of the most frequent and most useful modes of giving him information. When, however, the partner is unobservant, the rule should be systematically violated as one of the best means of mystifying the adversaries. Play sometimes the highest, sometimes a middle card, and the lowest occasionally, so as to prevent them from forming any idea what rule you are likely to follow.

Discarding.

In the proper game you discard from a weak or short suit, which gives a good partner a positive in-

dication in what direction your strength lies. The rule is considered so essential by good players, that they will even unguard a king or a queen for the sake of adhering to it.

With a bad partner this is of course useless, and you must study your own hand alone. If the cards of the weak suit are worthless, it may often still be advantageous to preserve your long suit; but on no account should you risk losing a good card, which might be of much use in the play of the hand. It may even be advantageous sometimes to throw away from your long suit, particularly if it contains a tenace, with the object of deceiving the adversaries, and getting it led up to.

These remarks, though necessarily incomplete and indefinite, will give some idea of the manner in which the play of a hand should be modified by the fact of having a bad partner; and probably their chief value should be in leading the student to avoid a blind and unreasoning adoption of fixed rules, but rather to cultivate a constant habit of reasoning as he plays, and of considering less the rules themselves than the principles they are founded on. If the player can always bear in mind *the reason why*, in the ordinary game, he ought to do a certain thing, he will have but little difficulty in appreciating the cases, as they arise, when this reason fails, and when, consequently, the established rule no longer applies.

Such cases must constantly occur in playing with an unsystematic partner, and the ability promptly and skilfully to deal with them is one of the great characteristics of a fine player. And although it is very customary for those who know and appreciate the correct game, to dislike sitting opposite to incapable, uneducated, or obstinate partners, and to consider themselves somewhat in the light of martyrs when they are obliged to do so, yet there can be no doubt that, from the opportunities such cases afford for variety of practice, they may, by careful observation and earnest study, be made conducive in no mean degree, to improvement in the game.

APPENDIX C.

RHYMING RULES, MNEMONIC MAXIMS, AND POCKET PRECEPTS.

BEING SHORT MEMORANDA OF IMPORTANT POINTS. TO BE KEPT IN MIND BY THOSE WHO WOULD PRACTICE THE MODERN SCIENTIFIC GAME OF WHIST.[1]

If you the modern game of Whist would know,
From this great principle its precepts flow:
Treat your own hand as in your partner's joined,
And play not one alone, but *both combined.*

Your first lead makes your partner understand
What is the chief component of your hand;
And hence there is necessity the strongest
That *your first lead be from your suit that's longest.*

In this, with *ace* and *king*, lead *king*, then *ace;*
With *king* and *queen*, *king* also has first place;
With *ace*, *queen*, *knave*, lead *ace* and then the *queen;*
With *ace*, *four small ones*, *ace* should first be seen;
With *queen*, *knave*, *ten*, you let the *queen* precede;
In other cases, you the *lowest* lead.

Ere you return your friend's, your *own* suit play;
But *trumps you must return without delay.*

[1] The rules embodied in these versicles were first published in prose (printed on a card, entitled "Pocket Precepts") by the Author of this work, in March, 1864. The idea of the rhyming form here adopted is taken from an old French composition of the same kind.

When you return your partner's lead, take pains
To lead him back the best your hand contains,
If you received *not more than three* at first;
If you had more, you may return the worst.

But if you hold the *master card*, you're bound
In most cases to play it *second round.*

Whene'er you want a lead, 'tis seldom wrong
To lead *up to the weak*, or *through the strong.*

If second hand, your *lowest* should be played,
Unless you mean "trump signal" to be made;
Or if you've *king and queen*, or *ace and king*,
Then one of these will be the proper thing.

Mind well the rules for *trumps*, you'll often need them:
WHEN YOU HOLD FIVE, 'TIS ALWAYS RIGHT TO LEAD THEM;
Or, if the lead won't come in time to you,
Then signal to your partner so to do.

Watch also for your partner's trump request,
To which, *with less than four*, play out your *best.*

To lead through honors turned up, is bad play,
Unless you want the trump suit cleared away.

When, second hand, a doubtful trick you see,
Don't trump it if you hold *more trumps than three;*
But having three or less, trump fearlessly.

When weak in trumps yourself, don't force your friend;
But always force the *adverse* strong trump hand.

For sequences, stern custom has decreed
The *lowest* you must play, if you don't lead.
When you *discard*, *weak* suits you ought to choose,
For strong ones are too valuable to lose.

THE LAWS OF WHIST.

BY PERMISSION, VERBATIM, FROM THE CLUB CODE.

THE FOOTNOTES ARE ADDED BY THE AUTHOR.

The Rubber.

1. THE rubber is the best of three games. If the first two games be won by the same players, the third game is not played.

Scoring.

2. A game consists of five points. Each trick, above six, counts one point.

3. Honors, i.e., Ace, King, Queen, and Knave of trumps, are thus reckoned: —

If a player and his partner, either separately or conjointly, hold —

I. The four honors, they score four points.
II. Any three honors, they score two points.
III. Only two honors, they do not score.

4. Those players, who, at the commencement of a deal, are at the score of four, cannot score honors.

5. The penalty for a revoke[1] takes precedence of all other scores. Tricks score next. Honors last.

6. Honors, unless claimed before the trump card of the following deal is turned up, cannot be scored.

7. To score honors is not sufficient: they must be called at the end of the hand; if so called, they may be scored at any time during the game.

8. The winners gain —

I. A treble, or game of three points, when their adversaries have not scored.

II. A double, or game of two points, when their adversaries have scored less than three.

III. A single, or game of one point, when their adversaries have scored three, or four.

9. The winners of the rubber gain two points (commonly called the rubber points), in addition to the value of their games.

10. Should the rubber have consisted of three games, the value of the losers' game is deducted from the gross number of points gained by their opponents.

11. If an erroneous score be proved, such mistake can be corrected prior to the conclusion of the game in which it occurred; and such game is not concluded until the trump card of the following deal has been turned up.

12. If an erroneous score, affecting the amount of the rubber,[2] be proved, such mistake can be rectified at any time during the rubber.

[1] *Vide* Law 72.

[2] e.g., if a single is scored by mistake for a double or treble, or *vice versa*.

Cutting.

13. The ace is the lowest card.

14. In all cases, every one must cut from the same pack.

15. Should a player expose more than one card, he must cut again.

Formation of Table.

16. If there are more than four candidates, the players are selected by cutting; those first in the room having the preference. The four who cut the lowest cards play first, and again cut to decide on partners; the two lowest play against the two highest; the lowest is the dealer, who has choice of cards and seats, and, having once made his selection, must abide by it.

17. When there are more than six candidates, those who cut the two next lowest cards belong to the table, which is complete with six players; on the retirement of one of those six players, the candidate who cut the next lowest card has a prior right to any after-comer to enter the table.

Cutting Cards of Equal Value.

18. Two players cutting cards of equal value,[1] unless such cards are the two highest, cut again; should they be the two lowest, a fresh cut is necessary to decide which of those two deals.[2]

[1] In cutting for partners.

[2] *Example.* A three, two sixes, and a knave are cut. The two sixes cut again, and the lowest plays with the three. Suppose at the second cut, the two sixes cut a king and a queen: the queen plays with the three.

If at the second cut a lower card than the three is cut, the three still retains its privileges as original low, and has the deal and choice of cards and seats.

19. Three players cutting cards of equal value cut again; should the fourth (or remaining) card be the highest, the two lowest of the new cut are partners, the lower of those two the dealer; should the fourth card be the lowest, the two highest are partners, the original lowest the dealer.[1]

Cutting out.

20. At the end of a rubber, should admission be claimed by any one, or by two candidates, he who has, or they who have, played a greater number of consecutive rubbers than the others, is or are out; but when all have played the same number, they must cut to decide upon the outgoers; the highest are out.

Entry and Re-entry.

21. A candidate wishing to enter a table must declare such intention prior to any of the players having cut a card, either for the purpose of commencing a fresh rubber, or of cutting out.

22. In the formation of fresh tables, those candidates who have neither belonged to nor played at any other table have the prior right of entry; the others decide their right of admission by cutting.

23. Any one quitting a table prior to the conclusion

[1] *Example.* Three aces and a two are cut. The three aces cut again. The two is the original high, and plays with the highest of the next cut.

Suppose at the second cut, two more twos and a king are drawn. The king plays with the original two, and the other pair of twos cut again for deal.

Suppose, instead, the second cut to consist of an ace and two knaves. The two knaves cut again, and the highest plays with the two.

of a rubber, may, with consent of the other three players, appoint a substitute in his absence during that rubber.

24. A player cutting into one table, whilst belonging to another, loses his right [1] of re-entry into that latter, and takes his chance of cutting in, as if he were a fresh candidate.[2]

25. If any one break up a table, the remaining players have the prior right to him of entry into any other, and should there not be sufficient vacancies at such other table to admit all those candidates, they settle their precedence by cutting.

Shuffling.

26. The pack must neither be shuffled below the table nor so that the face of any card be seen.

27. The pack must not be shuffled during the play of the hand.

28. A pack, having been played with, must neither be shuffled by dealing it into packets, nor across the table.

29. Each player has a right to shuffle, once only, except as provided by Rule 32, prior to a deal, after a false cut,[3] or when a new deal [4] has occurred.

30. The dealer's partner must collect the cards for the ensuing deal, and has the first right to shuffle that pack.

31. Each player, after shuffling, must place the cards, properly collected and face downwards, to the left of the player about to deal.

32. The dealer has always the right to shuffle last; but should a card or cards be seen during his shuffling or

[1] i.e., his prior right.
[2] And last in the room (*vide* Law 16).
[3] *Vide* Law 34.
[4] *Vide* Law 37.

whilst giving the pack to be cut, he may be compelled to re-shuffle.

The Deal.

33. Each player deals in his turn; the right of dealing goes to the left.

34. The player on the dealer's right cuts the pack, and in dividing it, must not leave fewer than four cards in either packet; if in cutting, or in replacing one of the two packets on the other, a card be exposed,[1] or if there be any confusion of the cards, or a doubt as to the exact place in which the pack was divided, there must be a fresh cut.

35. When a player, whose duty it is to cut, has once separated the pack, he cannot alter his intention; he can neither re-shuffle nor re-cut the cards.

36. When the pack is cut, should the dealer shuffle the cards, he loses his deal.

A New Deal.

37. There must be a new deal[2] —

I. If, during a deal, or during the play of a hand, the pack be proved incorrect or imperfect.

II. If any card, excepting the last, be faced in the pack.

38. If, whilst dealing, a card be exposed by the dealer or his partner, should neither of the adversaries have touched the cards, the latter can claim a new deal; a card exposed by either adversary gives that claim to the dealer, provided that his partner has not touched a card;

[1] After the two packets have been re-united, Law 38 comes into operation.

[2] i.e., the same dealer must deal again. *Vide* also Laws 47 and 50.

if a new deal does not take place, the exposed card cannot be called.

39. If, during dealing, a player touch any of his cards, the adversaries may do the same, without losing their privilege of claiming a new deal, should chance give them such option.

40. If, in dealing, one of the last cards be exposed, and the dealer turn up the trump before there is reasonable time for his adversaries to decide as to a fresh deal, they do not thereby lose their privilege.

41. If a player, whilst dealing, look at the trump card, his adversaries have a right to see it, and may exact a new deal.

42. If a player take into the hand dealt to him a card belonging to the other pack, the adversaries, on discovery of the error, may decide whether they will have a fresh deal or not.

A Misdeal.

43. A misdeal loses the deal.[1]

44. It is a misdeal[2] —

I. Unless the cards are dealt into four packets, one at a time in regular rotation, beginning with the player to the dealer's left.

II. Should the dealer place the last (i.e., the trump) card, face downwards, on his own or any other pack.

III. Should the trump card not come in its regular order to the dealer; but he does not lose his deal if the pack be proved imperfect.

IV. Should a player have fourteen[3] cards, and either of the other three less than thirteen.[4]

V. Should the dealer, under an impression that he has made a mistake, either count the cards on the table, or the remainder of the pack.

[1] Except as provided in Laws 45 and 50. [2] *Vide* also Law 36.
[3] Or more. [4] The pack being perfect. *Vide* Law 47.

VI. Should the dealer deal two cards at once, or two cards to the same hand, and then deal a third; but if, prior to dealing that third card, the dealer can, by altering the position of one card only, rectify such error, he may do so, except as provided by the second paragraph of this Law.

VII. Should the dealer omit to have the pack cut to him, and the adversaries discover the error, prior to the trump card being turned up, and before looking at their cards, but not after having done so.

45. A misdeal does not lose the deal if, during the dealing, either of the adversaries touch the cards prior to the dealer's partner having done so; but should the latter have first interfered with the cards, notwithstanding either or both of the adversaries have subsequently done the same, the deal is lost.

46. Should three players have their right number of cards, — the fourth have less than thirteen, and not discover such deficiency until he has played any of his cards,[1] — the deal stands good; should he have played, he is as answerable for any revoke he may have made as if the missing card, or cards, had been in his hand;[2] he may search the other pack for it or them.

47. If a pack, during or after a rubber, be proved incorrect or imperfect, such proof does not alter any past score, game, or rubber; that hand in which the imperfection was detected is null and void; the dealer deals again.

48. Any one dealing out of turn, or with the adversary's cards, may be stopped before the trump card is turned up, after which the game must proceed as if no mistake had been made.

[1] i.e., until after he has played to the first trick.

[2] *Vide* also Law 70, and Law 44, paragraph iv.

49. A player can neither shuffle, cut, nor deal for his partner, without the permission of his opponents.

50. If the adversaries interrupt a dealer whilst dealing, either by questioning the score or asserting that it is not his deal, and fail to establish such claim, should a misdeal occur, he may deal again.

51. Should a player take his partner's deal, and misdeal, the latter is liable to the usual penalty, and the adversary next in rotation to the player who ought to have dealt, then deals.

The Trump Card.

52. The dealer, when it is his turn to play to the first trick, should take the trump card into his hand; if left on the table after the first trick be turned and quitted, it is liable to be called;[1] his partner may at any time remind him of the liability.

53. After the dealer has taken the trump card into his hand, it cannot be asked for;[2] a player naming it at any time during the play of that hand is liable to have his highest or lowest trump called.[3]

54. If the dealer take the trump card into his hand before it is his turn to play, he may be desired to lay it on the table; should he show a wrong card, this card may be called, as also a second, a third, etc., until the trump card can be produced.

55. If the dealer declare himself unable to recollect the trump card, his highest or lowest trump may be called

[1] It is not usual to call the trump card if left on the table.

[2] Any one may inquire what the trump suit is, at any time.

[3] In the manner described in Law.

at any time during that hand, and, unless it cause him to revoke, must be played; the call may be repeated, but not changed, i.e., from highest to lowest, or *vice versâ*, until such card is played.

Cards Liable to be Called.

56. All exposed cards are liable to be called, and must be left [1] on the table; but a card is not an exposed card when dropped on the floor, or elsewhere below the table.

The following are exposed [2] cards: —

I. Two or more cards played at once.[3]

II. Any card dropped with its face upwards, or in any way exposed on or above the table, even though snatched up so quickly that no one can name it.

57. If any one play to an imperfect trick the best card on the table,[4] or lead one which is a winning card as against his adversaries, and then lead again,[5] or play several such winning cards, one after the other, without waiting for his partner to play, the latter may be called on to win, if he can, the first or any other of those tricks, and the other cards thus improperly played are exposed cards.

58. If a player, or players, under the impression that the game is lost — or won — or for other reasons — throw

[1] Face upwards.

[2] Detached cards (i.e., cards taken out of the hand but not dropped) are not liable to be called unless named; *vide* Law 60. It is important to distinguish between exposed and detached cards.

[3] If two or more cards are played at once, the adversaries have a right to call which they please to the trick in course of play, and afterwards to call the others.

[4] And then lead without waiting for his partner to play.

[5] Without waiting for his partner to play.

his or their cards on the table face upwards, such cards are exposed, and liable to be called; each player's by the adversary; but should one player alone retain his hand, he cannot be forced to abandon it.

59. If all four players throw their cards on the table face upwards, the hands are abandoned; and no one can again take up his cards. Should this general exhibition show that the game might have been saved or won, neither claim can be entertained, unless a revoke be established. The revoking players are then liable to the following penalties: they cannot under any circumstances win the game by the result of that hand, and the adversaries may add three to their score, or deduct three from that of the revoking players.

60. A card detached from the rest of the hand so as to be named is liable to be called; but should the adversary name a wrong card, he is liable to have a suit called when he or his partner have the lead.[1]

61. If a player, who has rendered himself liable to have the highest or lowest of a suit called, fail to play as desired, or if, when called on to lead one suit, he lead another, having in his hand one or more cards of that suit demanded, he incurs the penalty of a revoke.

62. If any player lead out of turn, his adversaries may either call the card erroneously led, or may call a suit from him or his partner when it is next the turn of either of them[2] to lead.

[1] i.e., the first time that side obtains the lead.

[2] i.e., the penalty of calling a suit must be exacted from whichever of them next first obtains the lead. It follows, that if the player who leads out of turn is the partner of the person who ought to have led, and a suit is called, it must be called at once from the right leader. If he is allowed to play as he pleases, the only penalty that remains is to call the card erroneously led.

63. If any player lead out of turn, and the other three have followed him, the trick is complete, and the error cannot be rectified; but if only the second, or the second and third, have played to the false lead, their cards, on discovery of the mistake, are taken back; there is no penalty against any one excepting the original offender, whose card may be called — or he, or his partner, when either of them [1] has next the lead, may be compelled to play any suit demanded by the adversaries.

64. In no case can a player be compelled to play a card which would oblige him to revoke.

65. The call of a card may be repeated [2] until such card has been played.

66. If a player called on to lead a suit have none of it, the penalty is paid.

Cards Played in Error, or not Played to a Trick.

67. If the third hand play before the second, the fourth hand may play before his partner.

68. Should the third hand not have played, and the fourth play before his partner, the latter may be called on to win or not to win the trick.

69. If any one omit playing to a former trick, and such error be not discovered until he has played to the next, the adversaries may claim a new deal; should they decide that the deal stand good, the surplus card at the end of the hand is considered to have been played to the imperfect trick, but does not constitute a revoke therein.

70. If any one play two cards to the same trick, or mix

[1] i.e., whichever of them next first has the lead.

[2] At every trick.

his trump, or other card, with a trick to which it does not properly belong, and the mistake be not discovered until the hand is played out, he is answerable for all consequent revokes he may have made.[1] If, during the play of the hand, the error be detected, the tricks may be counted face downwards, in order to ascertain whether there be among them a card too many: should this be the case, they may be searched, and the card restored; the player is, however, liable for all revokes which he may have meanwhile made.

The Revoke

71. Is when a player, holding one or more cards of the suit led, plays a card of a different suit.[2]

72. The penalty for a revoke: —

I. Is at the option of the adversaries, who, at the end of the hand may either take three tricks from the revoking player,[3] or deduct three points from his score, or add three to their own score;

II. Can be claimed for as many revokes as occur during the hand;

III. Is applicable only to the score of the game in which it occurs;

IV. Cannot be divided; i.e., a player cannot add one or two to his own score, and deduct one or two from the revoking player;

V. Takes precedence of every other score. e.g., the claimants two, their opponents nothing: the former add three to their score — and thereby win a treble game, even should the latter have made thirteen tricks and held four honors.

73. A revoke is established, if the trick in which it occur be turned and quitted, — i.e., the hand removed from that trick after it has been turned face downwards on the table, — or if either the revoking player or his partner,

[1] *Vide* also Law 46. [2] *Vide* also Law 61.

[3] And add them to their own.

whether in his right turn or otherwise, lead or play to the following trick.

74. A player may ask his partner whether he has not a card of the suit which he has renounced; should the question be asked before the trick is turned and quitted, subsequent turning and quitting does not establish the revoke, and the error may be corrected, unless the question be answered in the negative, or unless the revoking player or his partner have led or played to the following trick.

75. At the end of the hand, the claimants of a revoke may search all the tricks.[1]

76. If a player discover his mistake in time to save a revoke, the adversaries, whenever they think fit, may call the card thus played in error, or may require him to play his highest or lowest card to that trick in which he has renounced; any player or players who have played after him may withdraw their cards, and substitute others: the cards withdrawn are not liable to be called.

77. If a revoke be claimed, and the accused player or his partner mix the cards before they have been sufficiently examined by the adversaries, the revoke is established. The mixing of the cards only renders the proof of a revoke difficult, but does not prevent the claim, and possible establishment, of the penalty.

78. A revoke cannot be claimed after the cards have been cut for the following deal.

79. The revoking player and his partner may, under all circumstances, require the hand in which the revoke has been detected to be played out.

80. If a revoke occur, be claimed and proved, bets on

[1] *Vide* Law 77.

the odd trick, or on amount of score, must be decided by the actual state of the latter, after the penalty is paid.

81. Should the players on both sides subject themselves to the penalty of one or more revokes, neither can win the game; each is punished at the discretion of his adversary.[1]

82. In whatever way the penalty be enforced, under no circumstances can a player win the game by the result of the hand during which he has revoked; he cannot score more than four. (*Vide* Rule 61.)

Calling for New Cards.

83. Any player (on paying for them) before, but not after, the pack be cut for the deal, may call for fresh cards. He must call for two new packs, of which the dealer takes his choice.

General Rules.

84. Where a player and his partner have an option of exacting from their adversaries one of two penalties, they should agree who is to make the election, but must not consult with one another which of the two penalties it is advisable to exact; if they do so consult, they lose their right;[2] and if either of them, with or without consent of his partner, demand a penalty to which he is entitled, such decision is final.

This rule does not apply in exacting the penalties for a revoke; partners have then a right to consult.

85. Any one during the play of a trick, or after the four

[1] In the manner prescribed in Law 72. [2] To demand any penalty.

cards are played, and before, but not after, they are touched for the purpose of gathering them together, may demand that the cards be placed before their respective players.

86. If any one, prior to his partner playing, should call attention to the trick, — either by saying that it is his, or by naming his card, or, without being required so to do, by drawing it towards him, — the adversaries may require that opponent's partner to play the highest or lowest of the suit then led, or to win or lose [1] the trick.

87. In all cases where a penalty has been incurred, the offender is bound to give reasonable time for the decision of his adversaries.

88. If a bystander make any remark which calls the attention of a player or players to an oversight affecting the score, he is liable to be called on, by the players only, to pay the stakes and all bets on that game or rubber.

89. A bystander, by agreement among the players, may decide any question.

90. A card or cards torn or marked must be either replaced by agreement, or new cards called at the expense of the table.

91. Any player may demand to see the last trick turned, and no more. Under no circumstances can more than eight cards be seen during the play of the hand; viz., the four cards on the table which have not been turned and quitted, and the last trick turned.

[1] i.e., refrain from winning.

ETIQUETTE OF WHIST.

THE following rules belong to the established etiquette of Whist. They are not called laws, as it is difficult — in some cases impossible — to apply any penalty to their infraction, and the only remedy is to cease to play with players who habitually disregard them.

Two packs of cards are invariably used at clubs: if possible this should be adhered to.

Any one, having the lead and several winning cards to play, should not draw a second card out of his hand until his partner has played to the first trick; such act being a distant intimation that the former has played a winning card.

No intimation whatever, by word or gesture, should be given by a player as to the state of his hand, or of the game.[1]

A player who desires the cards to be placed, or who demands to see the last trick,[2] should do it for his own information only, and not in order to invite the attention of his partner.

No player should object to refer to a bystander who

[1] The question "Who dealt?" is irregular, and if asked should not be answered.

[2] Or who asks what the trump suit is.

professes himself uninterested in the game, and able to decide any disputed question of facts, — as to who played any particular card; whether honors were claimed though not scored, or *vice versâ*, etc., etc.

It is unfair to revoke purposely; having made a revoke, a player is not justified in making a second in order to conceal the first.

Until the players have made such bets as they wish, bets should not be made with bystanders.

Bystanders should make no remark, neither should they by word or gesture give any intimation of the state of the game until concluded and scored, nor should they walk round the table to look at the different hands.

No one should look over the hand of a player against whom he is betting.

Dummy

Is played by three players.

One hand, called Dummy's, lies exposed on the table.

The laws are the same as those of Whist, with the following exceptions: —

I. Dummy deals at the commencement of each rubber.

II. Dummy is not liable to the penalty for a revoke, as his adversaries see his cards: should he [1] revoke, and the error not be discovered until the trick is turned and quitted, it stands good.[2]

III. Dummy being blind and deaf, his partner is not liable to any penalty for an error whence he can gain no advantage. Thus he may expose some or all of his cards, or may declare that he has the game or trick, etc., without incurring any penalty; if, however, he lead from Dummy's hand when he should lead from his own, or *vice versâ*, a suit may be called from the hand which ought to have led.

[1] i.e., Dummy's hand. If Dummy's partner revokes, he is liable to the usual penalties.

[2] And the hand proceeds as though the revoke had not been discovered.

Double Dummy

Is played by two players, each having a Dummy or exposed hand for his partner. The laws of the game do not differ from Dummy Whist, except in the following special law: There is no misdeal, as the deal is a disadvantage.

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